

## ICEBREAKERS AND MIXERS

Icebreaker games aim simply to get everyone mixing and joining in the spirit of the program so that the tone can be set for the rest of the evening. They also help groups who don't know each very well to start interacting. Some of the other games on other pages can also serve as icebreakers.

Icebreaker games are suitable for helping "break the ice" at events where lots of people don't know each other. These games are easy to play and help the group to mix in a neutral challenge/s. this is by no means an exhaustive list and we always welcome suggestions of games you find that are good icebreakers.

### **Deadly Glance**

Stand in a circle and place an object in the centre. Leader calls 'look down' and everyone must look down at the object. Then leader calls 'look up' and everyone must look at someone directly in the eye. If your eyes meet you are both out.

### **Human Bingo**

Make up questions such as the following and print off a copy for each person. The idea is to fill in each blank on your sheet with the signature of someone who fits the description. The first person to fill all the blanks or the person with the most filled is the winner.

Someone with red hair

Someone born in another country

Someone who had dinner at McDonalds etc etc. Be creative

### **Knots**

Divide into groups of roughly 6-15 people. Stand in a circle and randomly join hands with 2 other people. You may not join both hands with the same person or with the person standing next to you. Without breaking hands, work together to untangle everyone. Great ice-breaker. Usually a good idea to separate boys and girls depending on the age group you have.

### **Magical Handshakes**

Before people assemble for the game, secretly give a number of persons (e.g. 2-4 depending on the size of your group) a small bar of chocolate or similar. When everyone is ready to begin, tell them that there a number of people possessing bars of chocolate and the 10th person to shake them by the hand will get the chocolate. Players must say their name each time they shake hands.

## **Pegs**

Everyone starts with 5 pegs each and must aim to peg them onto the clothing of someone else without getting any pegged onto themselves. You may pick up pegs on the floor. This is another great ice-breaker but is actually quite difficult.

## **Weetbix & Coke**

Race for volunteers to eat a weetbix and drink a can of Coke. Prize for winner. Make it a reasonably good prize otherwise they will not make an effort to win and drink the Coke slowly!

## **Air soccer**

Two very wide goals are placed in the room- one for each team (you can just use a designated wall for a goal). An inflated balloon is used for the ball and fans are made of cardboard or plastic with a handle (you can use strips of wood and use staples to hold the two together). The game is played by fanning the balloon in to the other team goal (which can be difficult). The first team to get a goal wins.

## **ALPHABET SOUP**

Split your group into several teams. Give each team a platter and a few cans of ALPHABITS soup, or for a less messy option, a box of ALPHABITS cereal. Each team must sift through the goo to spell words or make numbers.

You can give points a number of ways:

- words of three letters
- words of four letters
- words with five or more letters
- Temples can give students high points for spelling spiritual words
- the biggest word gets a lot of points
- leaders name gets high points as well

They are given a time frame to do this maybe 5 minutes or so. Make sure you specify no curse words or body parts.

## **Ankle Balloon Pop:**

Give everyone a balloon and a piece of string or yarn. Have them blow up the balloon and tie it to their ankle. Then announce that they are to try to stomp out other people's balloons while keeping their own safe. Last person with a blown up balloon wins.

### **Baby Food/Hot Potato with a Twist**

You play this game just like hot potato, with everyone sitting in a circle. The twist is you use jars of baby food. When the music starts, you begin passing the jar of baby food around the circle. When the music stops, whoever is left holding the jar has to take a spoonful. We use this game for special occasions, such as Thanksgiving, and use flavors such as turkey and gravy, sweet potato, green beans, etc. Be prepared for someone to throw up.

### **Back to Back**

This is the game where you start out with two people sitting back to back and they have to stand straight up without using their hands. Add one person every time they stand up successfully. Our record is ten!

### **Balloon Pop Relay:**

This is the age old boring relay where they line up, run to a chair across the room, blow up a balloon, pop it by sitting on it and run back. First team that finishes wins. The less people you have on each team, the better- kids will get bored if they stand in line too long.

### **Barnyard:**

This is a good little game to divide into teams for the day/evening. Have pre-made cards for more than enough kids. Come up with as many animals as you want teams that night. If you want four teams, have four animals. If you predict 35 kids that night make forty cards, four groups of ten. Each group of ten cards will have a particular animal written on it (so you will have 10 chicken cards, 10 cow cards, 10 donkey cards and 10 pig cards). Hand out cards randomly to the kids and tell them to not tell anyone their animal. When you give the signal, have them make the sound of their animal as loud as possible until they find their entire group. First group to totally find each other wins.

Put a twist on the game by putting in only ONE card that says "donkey".

After all of the animals have found each other, there will still be one poor kid out there Hee-Hawing his head off to no avail.

### **Banana Dress-Up**

Each team or group is given a banana and a baggy of random items (felt, foil, beads, etc BE CREATIVE). They then are told to create a personality and appearance for their banana with the items they get. One volunteer from each group gets up and introduces their banana to the group. It's better if each group gets different items for variety. FUN STUFF. )

### **Battle of the Bagels**

Place tape on the floor in two places, one for a starting line and one for a finishing line. These may be as far apart as you wish. Have as many players come up to the line with their bagel ready. They stand on the starting and line and pitch their bagel to the other line. The one closest to the finish line, wins. You can keep going with eliminating players as you go along so you can finish with the best bagel throwers. This is like pitchin' pennies or horse shoes.

### **The Big Squeeze:**

Easy game for a big group (at least 20, if not more). Quickly divide into 2 teams and announce that each team will be racing to squeeze into the shape of the item mentioned. For example: if the leaders yells out the word "football" the teams must squeeze into the shape of a football as would be seen from above. Keep score- first team to 10 wins.

Good Squeeze Shapes (Squeeze into the shape of . . .)

KZN

A dog

A pair of sunglasses

A baseball bat

A shark

A map of the S.A.

### **Blind shoe grab**

Arrange chairs in a circle. All of the Cinderellas (girls) in the group select a chair. The Prince Charmings (boys) each pick a girl and kneel in front of her. He removes her shoes and holds them in his hand. Then the girls blindfold the guys. The leader calls for the shoes and they are thrown into the middle of the circle. On the signal, the guys crawl to the center and attempt to find their Cinderella's shoes. The girls can only shout out instructions to her prince. After finding the shoes they crawl back to the girls and put shoes on right feet.

### **Bobbing for Worms:**

Similar to Bobbing for apples, but you use gummy worms and an infant's swimming pool. Not a game for the weak at heart or have hang ups about germs. Take the infant's swimming pool and fill with water. Add one bag of gummy worms to the water. They will sink to the bottom. Have the volunteers take a turn at bobbing for the worms. The person who can get and keep the most worms in their mouth during their one minute try time wins. You can have the youth wear goggles to protect eyes. Junior Highers love this game.

### **British Bulldog:**

This is a good game to release a lot of energy. Divide into two teams and have them each get to one side of the room, divided by a line down the middle. The object of this game is for teams to try to convert members of the opposite team to their own team. How? Easy. A team member runs to the opposite team's side and tries to lift an opposite team member into the air. While lifting the opposite team member you must yell "British Bulldog." If done successfully you both have free walk back to the lifter's original side, who just gained a new team member. While on the opposite teams side, you, of course can be lifted as well and converted to that team(if not on a free walk back). Winning team is the one that gets everyone.

### **Build your own Snowman**

For each contestant have a bag full of assorted snowman accessories such as a hat, scarf, mittens, a carrot etc. and a pair of safety goggles, a can of shaving cream and a set of clothes to go over their clothes for protection. Each team has a designated amount of time to use the shaving cream to cover their snowman and put all of the accessories on. The team to make the nicest looking snow man wins.

### **Bug Collecting:**

Buy a bag or more of those little plastic insects and scatter them around the room, have all the young people bring a flash light, (or team up with those who have one), turn out the lights. And have them try to find the bugs. This game could be called "Animal Safari" if you used little plastic wild animals.

### **Busted**

Divide group into equally numbered teams. You can play this with two or two hundred teams, it makes no difference. For each team you will need to assign them a color that you can find balloons to match. Beforehand you will need to blow up an equal number of balloons for each team, the more the better the game. You will also need to acquire some ping pong balls. With the ping pong balls you will write letters on that spell out a word. You will take the balls and put them into some of the balloons (one word for team) as you are blowing them up. It is a good idea to use a common long word like Baseball or Dinosaur. You may use the same word for all teams, different words, the words can connect, it is up to you. Put all of the balloons in the middle and mix them up. Scatter the teams so that each team is an equal distance away from the balloons. Have the teams line up. The game kind of works like a relay in that once you say go, the teams will send one player to the middle to retrieve one of their balloons, when they return, another player from the team may go, etc. As the team gets balloons, they will pop them to find a ping pong ball (or perhaps no ping pong ball). The team that correctly spells out the word first wins. In warm weather, this game would make a great pool game.

## **Can Can**

All you need is a trash can. The taller they are, the better. Also, plastic ones are better than metal ones, and it's always better to find a trash can that hasn't had anything put in it ( a clean one).The participants get into a circle around the trash can and hold hands. If a player touches the trash can in any way, they are out. Also, if players break their grip on one another, they are both out. Play pauses after an elimination, giving a much-needed time for players to re-firm their hand-holds. This game is seriously tiring, and is an excellent way to tucker out jr. high kids who just can't seem to chill out. Play until one person remains. If an elimination seems slow in coming, adding another trash can to the mix speeds up the game.

## **Cat tails**

You will need some strips of cloth (approx. 2-3 ft of fabric, cloth, plastic, cord etc...) for everyone who plays. The game is simple. Have everyone tuck the strips into the back of their pants or shorts so that approx 2 feet of excess strip is left hanging.(Note this works great with young children as well). The object of the game is to pull all the other players tail off. The last one standing with their tail is the winner.

Have everyone run with their hands on their head- except when grabbing a tail. This prevents people from blocking and makes them look pretty funny.

## **Cereal Mania**

We had a blast one night with 5 games that all involved cereal. First was the snoot shoot as you may have seen before. The youth shot Cocoa Puffs out of their noses. The team whose Puff went the furthest won. Next was the Rice Krispy Marble Dig. We filled a small swimming pool full of Rice Krispies & marbles and added water (milk is better, use the powdered kind to save \$\$\$). A representative from each team took off their shoes and socks and had to dig the marbles out with their toes. It was messy and fun! The third game was cereal art. Each team was given various kinds of cereal, glue, paper, and scissors. No adults were allowed to help them. They were only told one rule: BE CREATIVE! You wouldn't believe the finished projects. After 10\_15 minutes, they came back with the incredible pictures. We used some adults as judges. The the fourth game was hilarious. I am not really sure what to call it. Two representatives from each team played. A person was at one end of the room holding an upright bucket on their head. The other person was at the other end with a bucket a water and boxes of the large shredded wheat (some groceries stores do not carry them). They dunked the shredded wheat one by one and attempted to throw them in the buckets on the their team members head. It was so funny! The last game was Cereal eating relay. Five members from each team lined up. One at a time they raced to a table where they had to make themselves a bowl of cereal and eat it, then go back at tag the next team member. We gave them spoons, but they were rarely used. The entire night was a huge success!

### **Hindu strip**

Have group sit in a circle. Give them a paper grocery sack. (Quantities available at your local store for about \$.03 ea.) Tell them that you're going to play a game called "Hindu Strip." Tell them to put their sack on their head. When everyone has a sack on their head, tell them to remove ONE thing they DON'T need. Guys and girls will begin removing rings, watches, shoes, socks, etc. Watch closely though because one or two always figure out the game and immediately remove their sack. Motion for them to remain silent however, because the group begins to catch on. There will always be at least one guy or girl who never catches on and the group will laugh hysterically! STOP the game however, when the group has exhausted simple things. Keep it in good taste!!!

### **Clothespin bite relay**

This is set up like any relay with multiple teams, each team with 5 clothespins. Have the first person in line attach the clothespins to their shirt, clothes, or body part, run around a certain designated point and return to have the clothespins removed by the next person in line . . . with their teeth!

### **Coloured cool whip rinse**

For this game all you will need is some cool whip (one canister per team), different colors of food dye, and a few high powered water guns. Not to long before you want to run the game, mix the food coloring with the cool whip making each canister of cool whip a distinct color (Use only real Cool Whip. The imitations don't stick. Also, keep it very cold - the cool whip will begin to melt and not stick if it is out of the fridge too long).

If you have a small group, just divide into equal sized teams. If you have a large group, bring up several teams of people.

This is a two part game. For part I, each group paints one member of the group in cool whip. You can judge who looks best if you want.

Part II is when the team rinses the cool whip off with the water gun. The first team finished or best rinsed team wins. Use tarps- this game tends to get messy, and it is a good idea to offer a decent prize to the winning team.

### **Cowboy king**

Get five or more guys to be blindfolded horses, and five girls to be riders. Riders will try to guide their horse to another horse and rider to "blast them!" Here's how it works. After blindfolding the "horse," the rider puts a cup of ice (ammo), in the horse's mouth. The rider guides the horse by pulling on its ears. The only command they can yell is "FIRE." When this command is yelled, the horse spits the ice from its mouth and tries to hit an opponent. The rider then reloads her horse with ice. If a rider gets hit twice, she is out. If it is a hard floor have kneepads for guys. Use western music.

### **Cotton projectile wars**

Divide into two teams and give each member a straw and a pile of Q-tips. One team member from each side sits on their side of the room on a chair with a paper cup on their head. The object is to knock the opposite team's paper cup off the person's head by blowing the Q-tips through the straws. No blocking Q-tips by anyone during the battle.

### **Criss cross**

Simple game! Divide into 4 teams. Send each team into a corner. The object of the game is to see which team can get to the opposite (diagonal) corner the fastest using the designated method that the leader calls out (eg. if the leader calls out "hopping," the teams must hop to the opposite corner). This will create quite a "bottleneck" or "traffic jam" in the middle each time. Keep score of which team wins each crossing. First team to 5 wins.

### **Good Crossing Methods:**

Hopping

Wheel barrel (one person holding a partner's legs while they walk on hands)

Crab Walk

Sprint

Backwards Walk

Skipping

Crawling

I think you get the idea!!!

### **Defend your socks**

Use tape on the floor to design an "arena" and have all contestants take off shoes but leave socks on. You can have as many people participate, but remember the more kids, the bigger the arena should be. The idea of this game is to keep your socks on as long as possible! There is no standing, so everyone is crawling around on the arena trying to pull everyone else's socks off while trying to defend their own socks. You have to be careful in this game as sometimes the group thinks it would be easier to grab someone by their trousers and pull those off!

### **Do you love your neighbor**

You need chairs for this game. Have everyone sit in a circle. There should be one less seat than there are people, and the extra person stands in the middle. The person standing approaches someone who is seated and asks him, "Do you love your neighbor?" The seated person can answer two ways. If he says, "No," then the people seated directly next to him have to switch seats as quickly as possible so that the standing person doesn't get one. If he says, "Yes," he must add a qualify statement such as, "But I don't like people who have blue eyes." Anyone who matches the description must get up and find a different seat. Whoever is left standing is then the "asker."

### **Car stuff**

Explain game before you bring them out to car. You could have a competition between sexes or classes. Each has thirty seconds to get as many as possible into (not on) a small car.

### **Drip drip drop**

Just like Duck, Duck, Goose except with a cup of water that the person drips, drips, drips then drops on the person they want to chase them around the circle!

### **The duck tape challenge**

Divide into even teams and have each team select a volunteer- preferably a small, light one. Give each team a roll of duct tape. The object is to tape a team member up on to the wall, using no more than the provided roll of tape. The one who stays up the longest is the winner. (At one event, a middle school kid was on the wall for 30 minutes!)

Hint: Make sure you use the tape that doesn't leave sticky stuff on the wall or tear off paint (especially in rented or borrowed facilities!) Provide a soft landing for youth as they drop off the wall!

### **Electric Fence:**

For this game you need two poles and a piece of rope or string. The rope is tied between the two poles, about four feet off the floor. You can divide into teams, or, I recommend that you do this as a group (great activity to make a group work together as a team). The object of the games is for the entire team to get over the "electric fence" (the rope) without getting "electrocuted" (touching the rope). Each team member goes one at a time, with or without help from his or her team-mates.

What make this game interesting is that even though one player goes over the rope at a time, the other team members can help any way they want. Once a person is over the fence, however, he or she must stay over the fence and not come back around to help anyone. So the last person each time must somehow get over the fence without help from the other side. This game requires lots of teamwork and cooperation.

If you do this with multiple teams, competing with each other, have them each send one member over at a time. You can start with a low rope and make the rope higher and higher each turn. Teams can be eliminated entirely if one person touches the fence, or you can eliminate individual members only as the rope gets higher and higher. Make sure your teams are evenly divided according to height, age, and sex.

### **The Electric Orange Game**

Game Description: Just like Grab It (below), except team members grab an orange instead of soap or marble in an ice bucket. It requires less resources, is a great last minute game, and can produce some "orange juice" if your youth group is as violent as mine!

### **Elf Defense:**

SUPPLIES NEEDED: two different colored balloons, 25 to 50 of each for two teams of play. Form two teams of elves. Each team must defend its treasure (a pile of balloons) while attempting to steal or destroy the other team's treasure. Use one color of balloons for one team, and another color for the other team. Designate a time period (five to 10 minutes) to play the game. When the time ends, each team's unpopped balloons count 100 points each. Stolen, unpopped balloons count 200 points each.

### **Encore:**

This is a simple game that tests kids ability to think fast. Divide into teams (usually divide into girls and guys for good competition). Yell out a word that is commonly found in songs (love, road, river, girl, baby, need . . . ). The teams must sing a song in unison (together) using that word. The first team to do it wins a point. Play as long as they like it.

### **Foot to Ear**

This is kind of like musical chairs . . . but much, much better. It works best with an even # of guys and girls (you can make other divisions work- but we'll just talk about guy/girl now). Have the girls stand in a circle. Now have the guys stand outside of the circle of girls, each guy next to one girl, his partner for the game. Have the inner circle (girls) walk clockwise when the music begins and the outer circle (guys) walk counter-clockwise. When the music stops the leader will yell out two body parts (e.g. "foot to ear"). The girl's part is always first (ladies first) and the guy's is second. When the music stops and the leader yells the body parts the partners need to run straight to each other and put those designated body parts together (e.g. the girl would run to the guy and put her foot on his ear). Great game . . . just think before you yell body parts (e.g. don't yell "chest to head")

### **Form a Group**

Easy game that can be used to divide into teams if need be. Simply yell "Form a group according to . . . (GPA, hair color, cavity #'s, sibling #'s, shirt color, etc.)"

### **Fruit Basket Upset**

Have group sit in a circle. Make sure each seat is clearly marked-- use chairs or mark places with tape. "Number" people off, but instead of saying, "one, two, three, four, five" say "apple, banana, orange, kiwi, peach" or whatever fruit you like. The more people you have, the more groups you may want. The last person is "It" and stands in the center of the circle.

"It" yells out a fruit name. Everyone with that name must exchange seats with someone else with that name. "It" tries to take one of the empty chairs before they are all taken. Whoever is left without a chair is "It".

Rather than yelling a fruit name, "It" may yell "Fruit Basket Upset." Everyone must change seats.

Variation: "It" may yell more than one fruit at a time. This gets more people up and moving.

## Find Someone Who

(Works well with large groups.)

Give out the "find someone who list" to students and have them go from student to student looking for someone who meets the description on their list.

example: Find someone who is wearing blue pants.

The student who fits this description signs their name. Students then go off to find someone else that meets a description on their list. The winner is the one who has their sheet filled out first and most accurately. You should read aloud the list with the person's name who signed it. Have the student who signed the list verify the information.

example: Find someone who can belch the alphabet. If Joe signed that item, have Joe come up and demonstrate.

Items needed: Find Someone List (make one up.) Make enough copies for everyone.

Pencils or pens

SAMPLE "FIND SOMEONE WHO" LIST:

Find someone who has a birthday in February and have him/her sign their initials here.

\_\_\_\_\_

Find someone who has been to Colorado before and leapfrog over him/her. Then have the person initial here. \_\_\_\_\_

Get seven leaders to sign the back of this sheet.

Find someone who has a birthday this month and sing "Happy Birthday" to them Have the person initial here. \_\_\_\_\_

Find someone to listen to you say "toy boat" ten times quickly. Then have them initial here. \_\_\_\_\_

Get three other people to link arms with you and do the cheer "lean to the left, lean to the right, stand up, sit down, fight, fight, fight!" Have each person initial here. \_\_\_\_\_

Give someone your ugliest face and have them initial here. \_\_\_\_\_

With two other people, face the front of the room, put your hand over your heart, and say the "Pledge of Allegiance" in unison. Initial each other's papers. \_\_\_\_\_

Have someone tell you about the best Deepavalli gift they ever received. Then have them initial here. \_\_\_\_\_

Get a hair over 5 inches long from someone else's head. Let them pull it out. Have the person initial here. \_\_\_\_\_

Give someone a backrub and have them initial here. \_\_\_\_\_

Find someone who has blue eyes and have them initial here. \_\_\_\_\_

Find someone who is left-handed and have them initial here. \_\_\_\_\_

## Find Someone Who Bingo

Same game as Find Someone Who (above) but the find someone who's are organized in Bingo rows on a piece of paper (a Find Someone Who Bingo Card). First one to get 5 across, down or diagonal wins.

## **Getting To Know You**

(You need a wide blanket or canvas to play this game) Divide the kids into two teams. Put two chairs (one for each team) about 2 meters apart facing each other. Assign two people who will hold one corner of the blanket such that the blanket is in a vertical position. This will prevent whoever sits in each chair from seeing the one sitting on the other. Each team will assign somebody per turn to sit on each chair. At the count of three the 2 people holding the blanket will release it causing it to fall down and reveal who is sitting on the chairs. The two people sitting on the chairs will immediately say the name of the one opposite them. The first between the two who names the person opposite him/her scores a point.

## **Golf Ball and Nylon Relay**

This game can be a relay, but I, personally, think relays just take too much stinkin' time and leave kids just standing there bored . . . so I usually do this as an up-front game for everyone to watch a couple people do.

Tape two lines on the floor about fifteen feet apart. Have ready two pair of pantyhose and four golf balls. Put one golf ball in the leg of the pantyhose and one golf ball on the ground. After wrapping the other leg of the pantyhose around your waist, the leg with the golf ball should be hanging down in front of you just barely touching the ground. With movement from your body alone, you are to hit the golf ball on the ground with the one hanging from your waist. The object is to move the golf ball from one line to the next. Pass the pantyhose to the next person and they must go back. This is repeated until 5-10 people on each team have completed the task.

Items needed: 4 golf balls, tape, 2 pairs of pantyhose

## **Grocery Bag Yoga**

You take a regular paper grocery bag and set it in the middle of the floor with the kids all around it in a circle. The object is for each youth to try and pick it up by their teeth while standing on one leg and NOT touching the floor (if you touch the floor or fall, you're out!). Once they do it, they tear off the piece that was in their mouth....then the next youth goes. Now, after so many go, the bag gets shorter and shorter. Eventually, they realize that they can tear a big piece or small piece! The bag ends up getting so short, kids lose their balance and fall. I did this game with my group and was SHOCKED at how difficult it was.

## **Guess the task**

Everyone gets in a big circle. Pick a volunteer to leave the room after you explain the game. Once that volunteer is out of hearing range, choose a simple task that the volunteer is to do when he or she enters the room (walk in and tie a certain kid's shoe that is untied, take off their own coat, say the pledge of allegiance, etc.) The volunteer must come in the room and try to start doing certain tasks (unaware of the task to be done). The kids in the room help direct this ignorant person by clapping when this person gets even close to doing the task. Louder and faster clapping means the person is getting hotter (closer to completing or discovering what the task is) and silence means "you're way off- keep trying stuff"

### **Guess the leader**

Everyone gets in a big circle. Pick a volunteer to leave the room after you explain the game. Once that volunteer is out of hearing range, pick a volunteer in the room that wants to be leader. Everyone must slyly watch this person and imitate what they do when the other volunteer comes back into the room (cross legs, cross arms, yawn, stick out their tongue, etc. ). The person who was out of the room will come back in, stand in the middle of the circle and try to see who is the leader (the one everyone is watching). The leader can get bold and make faces, throw there hands in the air, etc. when the person's back is turned and before the person in the middle has a chance to see who started it, everyone is doing it. Give the person in the middle three guesses of who the leader is. Then find a new volunteer and a new leader. You can have the leader be the next volunteer if he is guessed or any way you see fit.

### **Grab Bag Scarf**

Again, this can be a relay, but I hate relays. So I play it as an up front game involving 6-8 people. Great game for a guys against gals night.

Obtain 2 bags of miscellaneous food items. They must have the same amount of items in each bag. Some items could be: package of unsweetened Kool Aid, a candy bar, soda, a can of sardines, a dill pickle, an onion slice, a clove of garlic, etc. Each bag should have 12-15 items in it. The object of the game is that the first team to eat the entire contents of the bag wins!

Note: Kids might need to vomit after a game like this so give them the bag.

Items needed: 2 bags, lots of food items.

### **Grab It**

Divide into two teams. Put them into two lines parallel and next to one another (about 3 feet apart) sitting down and holding hands. At the back of the line put a bucket of water with a bar of soap in it (if this is , on carpet, put a layer of towels down- the water tends to splash, then drip . . . let's face it . . . this is a messy game!) between the two lines. Stand at the head of the lines with a quarter in your hand. Instruct them that you are going to flip the quarter so only the first person in line can see the results. They are not to yell out how the quarter landed or even look back at their team. If the quarter lands on heads the persons in front are to squeeze their hands. The rest of the line is to squeeze their hands if their other hand is squeezed so that they can communicate to the last person in the line that the quarter is indeed heads not tails. If the last person in line has their hand squeezed than they are to try to grab the soap out of the bucket before the last person on the other team does. The person successful in retrieving the soap gets to go to the front of the line. The problem arrives however when the message is wrongly communicated to the person in back and they grab the soap only to find out that the quarter was actually tails. At that point the person in front must go to the back of the line. The first team to get their entire team forward in line (back person to front- not front to back), wins.

### **Hannah's Game**

Each player writes a name on a slip of paper and then passes it to the judge. After the judge receives all the slips, he mixes them up and writes the names on the board. The judge picks a person to start.

The person (Frank) chooses someone in the game and guesses what their name might be.

"Bob", I think you're Cinderella." If Frank is correct, Bob is now on Frank's team. Later, if Frank's name is guessed, both Frank and Bob join the other's team.

Frank continues to guess people's names until he guesses wrong. The last person he asks now gets to guess. Play continues until all but two players have been guessed. The winner is the player with the most people on his team.

### **Hi my name is**

Plant several people in your crowd who have a one dollar bill, a certificate to something, or any prize of your liking. Tell everyone that they need to go and introduce themselves to and learn the names of as many people as they can meet. Have your "planted people" give the prize to the 15th person that introduces themselves to them. Once the prizes have been given announce who received them and who had the prizes. A great get to know ya' game!

### **Group charades**

Divide the group up and give each group something that they need to act out for the other groups to guess what it is. Use: poison gas in the room, laughing gas, we're naked, bad odor in the room, etc. You don't need to make it a contest, or you can have staff judge which group did the best.

### **Human Knots Mixer**

Separate the group into small circles. Everyone grabs the hand of a person not standing next to them. The first team to untangle back into a circle wins. (I've never tried this- but it sounds cool. Try it with a few friends or staff before springing it on the students!)

### **Human Scrabble**

Break the youth up into groups of about 10. Give each person a sheet of paper, marker, and a piece of tape. Have each person write a letter of the alphabet on the paper and tape it to the front of their shirt. Now give the teams 4 minutes to come up with as many words as possible using the letters on their chests. Minimum 3 letters per word. Give each team 2 points for each letter used and an additional 5 points if it is a biblical word. The team with the most points wins.

## **Hot Potato & Oven Mitt Pass**

Just like it sounds, just like hot potato. Get one potato and two oven mitts.

Get everyone in a circle and start passing the potato when the music plays. Here's the catch . . . you can only touch the potato when the oven mitt is on your hand. Two people next to each other start with the mitts on, one hands the potato to the other, then the "hander" takes off the mitt and hands that to them as well. The "handee" must hold the potato in their mitt, waiting for the other mitt, and when they receive it pass it on to the next person. Once they have the mitt on, they pass it on, etc.

When the music stops . . . the "hander" (the person with the potato) and the "handee" (the person putting on the mitt) are both out! (This keeps the "handee" from dillydallying.)

For bigger groups, get several of these going at once. I'd get a pair of mitts and a potato for every 10 or so.

Rules:

1. If you touch a potato without your mitt- you're out!
2. If you have a mitt when the music stops- you're out!
3. No using weapons or firearms (it's always good to say that just to be safe!)

## **Human snowball**

Shred a bunch of paper and spread it on the floor in an empty room or corner of your youth room. Split the youth in two teams and give each team a roll of duck tape. Have each team select one member to be the "snowball". Give them 2-3 minutes to wrap that person in duck tape with the sticky side out (this isn't easy). Once they are wrapped up, let two members of each team take their snowball person into the room full of paper and give them one minute to roll that person around on the floor. The team that makes the biggest "snowball" wins. I used this to kick off a discussion of David and Bathsheba and the snowball effect of bad choices.

## **Ibble Dibble**

This game sounds confusing, but read it through a couple times if you have to. Once you try it you'll get it. Students love it because they get marked up. Everyone stands or sits in a circle. Number everyone off. You need a paintbrush and some red paint (poster paint).

No.1 starts off by saying, "Ibble Dibble no.1 with no Ibble Dibbles, calling Ibble Dibble no. (choose) with no Ibble Dibbles. "

Then that person must respond and choose another person by saying, "Ibble Dibble no. (whatever # they are) with no Ibble Dibbles, calling Ibble Dibble no. (choose) with no Ibble Dibbles. "

If a person makes a mistake, then they receive an Ibble Dibble (a spot of red paint on their cheek)

That person then carries on with, "Ibble Dibble no. ? with one Ibble Dibble calling Ibble Dibble no.? with no Ibble Dibbles (or how many they do have)

### **Ice cream feed**

Lay plastic on the floor. Have pairs lie down head to head and feed ice cream to the person behind them. The first team to empty their bowls wins. This gets messy only on the fed persons face...and neck...and chest.

### **Ice Grab It:**

Played like the game "Grab It!" (See above) But instead of a pail of water and soap, use a huge bucket of ice with a marble in it. Just like grab it if the quarter is heads up they go for the marble. Trying to grab it and get it out of their bucket before the other team does and goes to the front. Not as messy as the original but less soap in eyes and everywhere. Plus they get really cold hands!

### **Identity Circle (Fruit Basket Upset):**

This game is just like the Fruit Basket upset- but this is when you forgot the fruit. You just have the person in the middle yell out certain characteristics that they have (hair color, color of clothes, gender, etc.) instead of a fruit, and people with those characteristics must get up and move. Have the person in the middle yell out "I am" or "I have" then the characteristic (I am blonde, I have a blue shirt on, I play on the soccer team, etc.)

### **I Have Never**

This game is much like Identity Circle, or Fruit Basket Upset. Have everyone sit in a circle except one person. When everyone is seated the person in the middle says something that they have never done (ie. I have never drank. or I have never worn a dress). All the people who have never done that have to get up and find an empty seat (from someone else who just got up). The person stuck without a seat is now in the middle.

This game has no time limit and at our youth group is wanted to be played on a weekly basis.

### **Jelly Bean Trade**

Everyone for them self. Everyone is handed 10 jelly beans. They are to try to get 10 of one color by trading with other people one at a time. First person to get all ten of a color they want wins.

### **Keys**

Everybody sits in a chair but one person. The chairs are scattered all over the room. The person standing has a set of keys in his hand. With his other hand he grabs someone's hand. This person gets up and follows the leader who weaves in and out of the chairs in the room. The person who has gotten out of their chair then grabs someone else's hand who grabs another persons hand. This keeps going until the leader drops the keys on the floor then everyone standing runs and sits in a chair. The person left standing is the new leader. Playing music really adds to the fun of this game!

## **King Elephant**

This game is in addition to the rules of Silent Animal Game. We call it King Elephant because the object is to go around the circle until we get to be King Elephant. The game is the same that you have animal symbols and as you move a chair you become a new animal. We try to put animals in order of the food chain, ie. after elephant, we have lion, tiger, bear, crocodile etc. down to snake, bird and worm. Worm is just a single finger bent and wiggling. We also include a clapping beat to go with the game that King Elephant controls and can increase in speed. We clap twice palms down on our knees and I clap with hands together. On the last clap is when the participant does their symbol. For example: knee clap, knee clap, hand symbol (ie. worm wiggles finger), knee clap, knee clap, another symbol ( ie. two hands come out like claws for bear) then the bear person does the same not missing a beat, knee clap, knee clap, bear symbol, knee clap, knee clap, next symbol. Same as the other game, if the participant makes a mistake, they become the worm and everyone moves up. Object is to try to be king by knocking out anyone in front of you. Some examples of animals that we use:

Bird - two hands together with thumbs locked, flying like a bird

Chicken - hands under armpits and arms flapping

Crocodile - arms extended with one hand facing down, other up, clapping together

Bear - two hands out like claws

Tiger - hands with fingers spread apart placed on cheeks to look like stripes

Lion - hands above head and connected like a circle - just looks big I guess

Raccoon - index finger and thumbs together like a circle and put in front of eyes

Snake - make a snake movement with one out-stretched arm

Giraffe - one hand up above head fully extended with hand bent at wrist

Rooster - palm facing to left or right, brought to forehead

Monkey - pull ears out from head with hands

Beaver - bring to fingers bent to mouth like big teeth

Worm - wiggling one bent finger

Elephant - one arm extended away from nose, other arm wrapped around and grabbing the nose - hardest one to do, thus challenging to try and stay King

## **Kiss the wench**

This game is steal the bacon but with a guys team and a girls team lines up parallel, facing each other. Number them off so each person has a counterpart. Start with a girl in the middle, "the wench" (no chauvinism implied). When a number is called, 12 for example, guy number 12 is to try to run out and kiss "the wench". Meanwhile, girl number 12 is to try to kiss "the dude" before he can kiss "the wench". The loser stays in the middle and becomes the new wench or dude. Continue game calling numbers and they continue to be the first to kiss the opposite sex, whether in the middle or the person called.

### **The Last Straw**

Much like "Toothpicks and Lifesavers." Give everyone a straw to put in their mouth. In rows or pews have them stand up and get ready to pass a small cup to the next person by using only the straw. The row to do this first, without cheating, wins! You can have a few people in the middle blind folded for an extra twist.

### **Lengths Of String Mixer**

Everyone gets a length of string. Each string is the same length as one other person in the room. Students have to match up with their partner. *Hint: Use this as a discussion starter. Once matched, you can ask a question for the partners to discuss.*

### **The Long John Stuff**

This game requires teams of 6 or 7 be chosen. The number of teams depends on the number of kids present.

Once the teams are chosen, litter the floor with dozens (or hundreds) of deflated balloons. Then give each team a full pair of long-johns (or union suit). The team then decides who will wear them over their clothes. It works to their advantage to find the most wiry person for this part, (although you'll need to be careful to not make weight an issue).

Once the long-johns are on, the leader of the game does or says something to officially begin the game (a cap pistol, the word "go", etc.) The object is for the team members not in long-johns to begin inflating balloons, and stuffing them into the long john pants and tops. Decide on a time limit that will officially end the inflating and stuffing portion of the game.

Each team is then featured one-by-one as they are given a pin to begin popping each balloon--counting out loud as they do. The balloons are popped through the clothing. Ultimately, the team with the most number of popped balloons is the winner.

Suggestion: Have a camera available for taking shots of the fully stuffed long-johns

### **Melt that ice cube mixer**

Divide the group into two or three teams. Give a large block of ice to each group. The team has to melt the ice any way they can (i.e. crushing, breaking, friction, body heat etc.). Play until one team melts ice completely, or weigh before and after to determine winner. Prepare for water.

### **Mummy Wrap**

Pick three groups of three people each. Give each a roll or two of toilet paper. Make sure you give each team the same amount. Two people wrap up (like a mummy) the third person in the group. The object of the game is to: See who can wrap up their "mummy" first or who is most creative in their "mummifying". You may wish to add a few other objects into the game (Q-tips, t.p. rolls, etc.) to aid in the "artistic expression possibilities". You could have the crowd vote or the staff. You need 3 or 6 rolls of toilet paper.

## **Mafia (also called "Killers")**

This is a great game if you have limited space and you're stuck indoors (which happens a lot in western pennsylvania \_ rain and snow!) It's also good for smaller youth groups or over\_nighters.

The object of the game is to not get killed off.. Unfortunately, it takes a lot of explaining, but once you get it, it will quickly become a group favorite. You need at least 8 players to make the game interesting. You need a deck of cards, or slips of paper with the identities on it. For 10 or more, there should be 2 Mafia, 1 Angel, 1 Cop, and the rest townspeople. For less, have only 1 Mafia. Try not to play with more than 30, because it turns into a huge shouting match.

Distribute the identities secretly. Everyone should keep their identity a secret, but if they choose to they can reveal it as part of strategy later.

Here is an outline of how to play each round:

1. Narrator says "Town go to sleep." All players put their heads down and close their eyes.
2. N: "Mafia wake up" Only the mafia open their eyes and look at narrator.
3. N: "Mafia, who do you want to kill?" Mafia have to point to someone in the room and agree on that person. Narrator nods to let them know they understand.
4. N: "Mafia go to sleep" Mafia close eyes again.
5. N: "Cop wake up" The cop opens eyes. "Who do you think it is?" Cop points to someone they suspect is a mafia. Narrator either nods yes or no. Now the cop has an advantage for later. "Cop go to sleep"
6. N: "Angel wake up" Same deal. "Angel, who do you want to save?" Usually, the angel points to him/herself, in case they were picked to be killed off. But sometimes they are gracious and point to someone else to be saved, especially if they have an idea who has been picked by the Mafia. "Angel go to sleep"
7. N: "Town wake up" At this point, everyone opens their eyes, and the narrator announces who is dead, or that no\_one is dead (if Angel managed to save them.) Everyone gasps in surprise, and then the accusations fly.
8. Narrator asks for accusations as to who the town thinks the mafia is. It's usually a good idea to limit it to 2 or 3 per round. To make it more interesting, I always insist on the accuser making up some creative reason why they are accusing so\_and\_so. (like, "I heard them leave their house last night" or "look how muddy their shoes are!")
9. Narrator then allows each of the accused to defend themselves. This whole process can get really rowdy, and you need to be careful not to offend the sensitive kids. Narrator must remain neutral, but can egg on either side with "facts"
10. After a few minutes, narrator should announce that it's time to vote. By a show of hands, go through each accused. The one with the most votes gets "lynched" by the town and is therefore dead.
11. Repeat.

When someone is "dead" they cannot participate in the accusations. They are not allowed to talk. However, they get to keep their eyes open and find out all the answers to the mystery. Remind students not to cheat, because the temptation is great to do so! The game ends when either both Mafia are killed off (town wins) or are the only ones left (mafia wins).

The advantage of being the cop is that they can say "I'm the cop, I know the Mafia is so\_and\_so." However, they should be careful, as sometimes the town doesn't believe them and the cop ends up getting killed off! Also, you can play that once the Angel is killed off, that's it, or that he/she can continue to save people because they don't technically die.

*Added by Becky Heffner*

### **Musical Guys**

Musical Chairs with a fun twist. The guys are the chairs and the girls play. Remove a guy (just like a chair) each round until finally two girls fight over one guy!

### **Musical Tape**

This is just like musical chairs, but with more versatility and you don't need chairs! Begin by giving each player a 6-8" strip of sticky tape. You can use duct tape, masking tape, etc., just make sure it doesn't leave residue when removed. Ask them to fix it anywhere on the floor. While introducing and explaining the game, remove one of the strips. Tell the youth that they are to move around the room while the music plays, but as soon as the music stops they must place a foot completely over the tape. If some of the tape is visible, the spot may be stolen. One player will be eliminated. With each round another strip is removed until it comes down to the final winner. Because the duct tape is placed randomly, this game is different each time it is played. The choice of which strip to remove will greatly affect the strategies the kids must use to win.

### **Musical Wardrobe**

Items needed: 15-20+ articles of clothing (hats, scarves, blouses, pants, shoes, etc.)

The bigger the group, the more items you will need.

It is a lot more fun if the items are "thrift store" type clothes (goofy, ugly, lashing, out of style, etc.) Make sure items are in good taste.

The game is played like "Hot Potatoe" (notice the CORRECT, old school, Dan Quail spelling of the word) in that you turn the music on, and pass the bag(s) of clothes around. When the music stops, the person left "holding the bag" must pick something out of the bag to put on. They must put it on as it would normally be worn, no cheating by setting it in their lap, throwing it over their shoulder, etc. Continue starting and stopping music until all the items are on people's bodies.

To end you can do a few different things:

Vote on the "Best Dressed"

Most clothes wins

Least amount of clothes wins

Take a picture for laughs later!

### **A Name Game**

You start with a name (Tom Cruise). The other team must come up with a name starting with the last letter of the name (Edward Scissorhands). We had it going for a long time until we ran out of names for Y's and got into arguments over whether or not people really existed. We did another variation of the same game with songs. Less fights that way.

### **Newspaper Name Nail**

My favorite. I play it all the time. It's designed as a mixer "get-to-know-ya" kind of game (usually for no more than about 30-35 people)

Have everyone sit in a circle or something as close as you can get. Then, have each person give their name and make sure each name is clearly said so that all others can hear it. After going through the names once or even twice, have someone start in the middle by asking someone to call the name of someone in the room. The person in the middle proceeds to find the person and try to whop'em with a rolled up newspaper (or pillow) before that person can say both their name and someone else's name in the room. If they get whooped before they can say their name and someone else's name, they are now "it". Also, if the person whose name is called fails to say both their name and another person's name, they will have to be it. The person who is in the middle takes the place of the person they whoop. This helps people learn each others name and mixes kids around with each other.

Items needed: Rolled up newspaper or pillow (pillow is actually preferable.)

### **One-footed Blindfolded Peanut Butter Lifesaver Picker-upper**

One volunteer hops around on one foot while blind-folded, picking up at least one of each flavor of lifesaver in the area. To begin, they must dip their foot in peanut-butter, then hop around an area where three different stations of different colored lifesavers are set up.

Meanwhile, the rest of the audience, or several dozen members, surround the chosen one, but do not touch him/her. For the first round, the audience insults and deceives the blind-folded volunteer to keep them from completing their task. For the second round, the audience encourages and helps the volunteer successfully pick up at least one of each flavor.

### **Over Under Relay**

This pathetic game actually works sometimes, although don't count your chickens. Line up your teams (however many you want). The object is to pass an item (a balloon, a ball, a bucket of water, etc.) over their head then the next person under their legs and so on until the back of the line. First one to the back (or back up, or the back person runs it to the front of the line, etc.) wins.

### **Organized Mingling Mixer**

Get an even amount of students and staff in the room. (Add your staff as needed to make the number even.) Students and staff mingle to music and shake hands. When the music stops, everyone must find another person and shake hands. The leader calls out a question they must ask of whomever they are shaking hands. Use fun and serious questions.

#### **Sample questions:**

1. What is your favorite pizza?
2. What is your favorite kind of weather and why?
3. If you could go anywhere on a vacation for a week, where would you go?
4. What would you do with \$1,000 dollars cash right now?
5. Share a moment in your life where you remember being the most happy.
6. Share a moment in your life where you were really sad.

*Hint: you can use questions that will kick off that night's discussion.*

### **Paper Plate Musical Chairs Mixer**

Have paper plates scattered throughout the room. When the music stops, everyone must be touching the plate. If they are not, then they are out. Take out more plates every time.

### **Pass the Brains**

Here's a Halloween variation of the 'pass the parcel' game we typically play at kid's parties in Australia. Scoop out a pumpkin as you would to make a jack\_o\_lantern. Carve out a face, but don't make the holes too big otherwise the 'brains' will fall out too quickly. (Alternatively, you could just draw a face on the pumpkin with a black marker pen.) Fill the pumpkin with cold, cooked spaghetti hiding wrapped candy in amongst the 'brains'. There should be one candy for each kid playing. Play some spooky music as the pumpkin head is passed around. When the music stops, the kid holding the head feels through its 'brains' to find some candy.

### **People Scavenger Hunt Mixer**

Good game for a crowd or audience. Divide the crowd into three or four teams, each section with a captain. The game leader calls out certain characteristics.....blue eyes, likes to snowboard, has a 4.0, has red hair, etc. The captain of each team must quickly try to bring someone with that characteristic up to leader. First one to do so wins that round. Keep score and play to 5 or 10.

### **Play Doh Pictionary**

Just like it sounds! Pictionary, but with Play-doh. Divide into teams. Have a representative come up front from each group. Whisper a Pictionary word (like "dog") to the group and they must run back to their group and, without talking, mold that word with Play-doh. Put a staff member on each team cause kids will cheat (so do some staff members!)

## **Plunger Head**

In most hardware stores you can buy the pink plunger part separate from the stick. So get two plunger ends for every stick. Put one plunger end at each end of the stick. Tie a tennis ball by about 2 feet of string to the middle of the stick. Put your group into equal teams. Have them run a relay to the end of a determined length in pairs. Each member has to put a plunger end on his forehead and together they have to wrap the tennis ball around the stick without using their hands (other than to hold the plunger to their heads). When they get it wound, they drop it, run back and tag the next group who then has to UNWIND it in the same fashion.

Not only does it teach teamwork and team cheering, everyone looks equally stupid in the process.

## **Pole Pole**

(also known as Can-can) Find something to use as a free-standing pole (you can use a garbage can as well, hence the name "Can-can."). Circle around it holding hands. The rules are simple. If you touch the pole or the pole touches you in any way, you are out, and if you break hands with the person next to you, you both are out. And the last man (or woman) standing wins. My youth love it- it's their favorite game. Can get a little intense though.

## **Poor Little Kitten**

Everyone sits in a circle. One person is the "Poor Little Kitten", and stands in the middle of the circle. He must then go to any person in the circle and kneel down in front of them and meow the saddest "meow". The person sitting must then say "Poor Little Kitten" and pet him on the head without laughing. The "Poor Little Kitten" has three chances to make the person laugh. If the person sitting laughs he becomes the "Poor Little Kitten".

## **Pull Across the Line**

See "British Bulldog" (above). Same object of the game, but you can't cross the center line and you convert people to your side by reaching over the line and pulling them to your side.

Variation: Have someone sit down if they are pulled across

## **Pull Apart**

This is the heinous game where all the guys link up (get in a big pile and hug, grab each other, whatever necessary to try to stay linked together) and when you say "go," the girls try to pull them apart. Once a guy is pulled to where he isn't touching any other guys, he's out and needs to go sit down. Last two guys together are the winners.

I don't suggest reversing the gender roles on this game. Guys don't need to be grabbing girls. They'll have dreams for weeks! (Face it, guys are twisted!)

## **Pyramid Races**

Pretty Simple. Divide Group into teams of six. Have them build a pyramid (three people on bottom, two in the middle, one on top) and walk across a certain point (only needs to be 10 or 15 feet away), turn around and walk back, all while in the pyramid. First team done wins!

## **Q-tip and Food Coloring Wars**

This is a messy game, so do game outside or in area easily cleaned up. Have a staff person wear a T-shirt, preferably plain white. Draw a target on the shirt that is big enough to cover the front of the shirt. Divide into 4 teams, each with a different color. Give each team 5 Q-Tips per person or an equal amount if teams are not even in number. (6 on team one, 7 on team two, 6 on team 3 - give team #2 five more Q-Tips) and give each person a straw (wide straws work best - McDonald's has them, but it would be wise to ask instead of just grabbing that amount). You also need a bowl or cup of water (about 1 cup of water per team ) with enough food coloring added to color water well.

One by one kids dip their Q-Tips in the bowl/cup to color the tip. Then they shoot their five "darts" (Q-Tips) at the target on the staff person's shirt. It does not matter who shoots when as long as each person gets in their five shots.

The object is to hit the most points on the target.

Staff note: Make the target however you want in terms of points. Add up the total points or # or hits. You may just put a big (+) across the front making 4 different quadrants, one for each team and score it by how many times a team can "hit" in their quadrant. 2 points if they hit their own quadrant and 1 point for hitting someone else's quadrant.

Items needed:

Old white T-shirt (they'll need to be thrown out after this event!)

Enough Q-Tips for each kid to have 5

4 different food coloring colors

4 cups or bowls

4 one cup measures of water

Drop cloth

Tape to tape a firing line on the ground

## **Q-Tip Shuffle**

Another stupid relay . . . but some of you might actually like those pathetic things! Several teams divide in half and stand in two lines on the opposite sides of the room for this relay game. A person in front of the line shoves six Q-tips in different orifices of his/her body (sticking out of pockets, between knees, protruding from armpits . . . ), then shuffles across room to the person in front of the other line who grabs Q-tips with their teeth, and drops them on the floor. That person then sticks the Q-tips on their body somewhere and does the same, running (shuffling) back to the original line. First team to finish the relay wins.

### **Real Identity**

This is a great "get to know ya" and a memory game. Everybody is in a circle. Everyone takes a turn saying their name and something about them (example, "Hi, I'm John and I play football"). The next person needs to say the previous person's name and item of interest before saying their own (example, "He's John, he plays football and I'm Mary and I torture small animals."). As this game moves on, people need to remember more and more information. With bigger groups you can have them only repeat the names to save time.

### **Ro Sham Bo Train**

Everyone grab a partner. Rock paper scissors- if you lose you go follow behind the person that beat you and they will do it again with another pair. Keep this up. A large train will build behind the people that keep winning- eventually someone will have everyone behind him- he or she wins a prize.

### **Run the Gauntlet**

Girls are given rolled up newspapers, and they are lined up in two single file lines. The two lines are parallel, facing each other with approximately three to four feet between them. The boys tie balloons to their seats (on their pant belt loops) and must "run the gauntlet", that is, they must run between the two lines of girls who try to pop the balloons by hitting them with the newspapers. The object is to see which boy(s) can avoid having their balloon popped.

### **Shuffle The Deck Mixer**

Hand everyone a playing card as they come in. During the mixer call out different combinations that they have to form a group with. Example: four of a kind, a flush, two pairs, etc.

### **Shuffle your Buns**

This game requires at least a good handful of people and a chair for everyone. Have everyone sit in a circle. Then select a person to go into the middle. When you say "go" they are to try to go back to their seat. Everyone slides their tush (shuffles their buns) over to block the person from sitting in the empty seat. The person will end up running around the circle trying to get to the rapidly moving empty seat. If he sits then the person on his or her left is the person who has to go in the middle.

## **Silent Animal Circle**

This game gets difficult with more than twenty people; it is better for groups of 15 or so.

Everyone gets in a circle and is given an animal in which they are assigned a hand motion that represents that animal.

Hand Motions (a few examples):

Elephant- hang one arm down with your other arm wrapped around it, holding your nose (like a trunk)

Mosquito- with your left hand hold up a peace sign with the inside of your hand facing you, with your right hand poke your index finger pointing forward and place it in the middle of the peace sign in your left hand; now bring your hands to your face like you have a mosquito nose.

Cow- put your hand at your stomach with your fingers sticking out like an udder.

Deer- point a finger on each hand upward, placing your hands on top of your head (like single horns)

Moose- open your hands with fingers spread wide and place hands on your head with thumbs touching the top of your head (moose antlers)

How To Play:

Lets say that 12 people are playing this game. They are all in a circle. The Elephant, in the 12 o'clock position of the circle is the leader. Then in the 11 o'clock position the mosquito then whatever order you like. The animal is always in the same position- as people move, they assume the animal in that particular seat or place in the circle. The object is to get to be the elephant. As people mess up in this game, they have to move back to the one o'clock position and work their way up again as others mess up.

The elephant starts the game by doing his own signal then another animals signal, such as the cow. The cow must then do his own signal and another animal's signal immediately. A certain rhythm or speed is set by the elephant (by how fast he or she does the signals). Everyone must keep that rhythm- no hesitations. If an individual pauses, forgets to do their signal, or messes up the signal in any way, then he or she must go back to the one o'clock position. Lets say that the cow is always in the 10 o'clock position. If the person that was the cow messes up, then he or she goes to the one o'clock position and is now a snake (for example). The person who was the deer (in the 9 o'clock position) is now the cow and so on down the line. When ever someone messes up, it is only the people below them that are affected and have to move up to a new animal. If the elephant messes up, everyone moves because he is the highest position.

## **Dodge Ball**

Basically, it's every man for himself dodge-ball. A group of students, 10-30, is asked to stand in a large open circle and game balls are placed sporadically (if that's a word) throughout the circle. You can pick the number of balls. I use about 5 or 6. When the leader says "Go" students run to the nearest ball start trying to hit anyone around them. If you are holding a ball you can't run and if you get hit you must sit down.

If you catch a thrown ball, the thrower is out,

if you get hit and the ball hits the ground, you are out and you must sit down,

In order for a person to move with the ball, he must pass it to a trustworthy person who is sitting on the ground (by rolling it -- remember if caught in the air you're out). But be careful, they could hit you with the ball or give it to another standing thrower)

the last person standing wins the prize.

## **Sockball**

kind of like hot potatoes/tag/WWF

NEED: circle of chairs of no less than 15 people 2\_4 people standing in the middle 3\_4 long socks with tennis balls in the end. HOW Those sitting in the circle toss the sockballs to each other (usually very hard throws) and try to keep those in the middle from catching them.(more fun if you can bounce it off someone in the middle) If they catch it then the thrower goes in and the runner sits down.(even if it falls to the ground and is picked up) The people in the middle can also tag any thrower who is holding the sockball and they have to switch.(this keeps the pace up). This is our favorite game, good for those nights when high activity level is the best option.

## **Socks Off Mixer**

Try to get everyone else's socks off while keeping yours on. (Sometimes the most simple games are the best!)

## **Song Endurance**

This game is very simple and can be played with two or more teams. Sometimes this is fun to do with guys against girls. Pick a song theme (at Krishnamas choose Krishnamas songs, with a younger or more ignorant group you don't even need a theme- any song can be open game) and let the singing begin.

The object of this game is to keep coming up with songs longer than the other team or teams. One team starts and sings a line of one song. Then the other team has 5 seconds to start singing a line of another song. Then the other team has 5 seconds to sing a line from yet another song . . . Teams may discuss and plan out which song to sing while the other teams are singing.

The first team to repeat a song, sing a song that doesn't fit that category or just not sing within 5 seconds is the loser. If more than two teams play, sit losing teams out until one team finally prevails.

### **Stand on the bucket**

This is a quick game that can be used in many different ways. Get as many white, 5 gallon buckets as you have teams. Turn the bucket upside-down. The object is to see how many of their team they can get to stand on the bucket for more than 3 seconds. The team with the most people off the ground wins.

### **Sticks and Tires (Toothpicks and life savers)**

This is a simple game with any number of evenly divided teams. Everyone gets a toothpick and places it in their mouth. Get the teams in some sort of single file line, row or circle. Start the front or beginning person with a Lifesaver candy on their toothpick. They must pass the life saver from their toothpick to their neighbors toothpick without any hands. First team to pass it all the way down is the winner.

### **Steal the bacon (the fish, the freshman, backpack style, etc.)**

This is an age old game that can be played a billion different ways. How good the game is depends on how creative you are with methods and objects.

The game is played by forming two teams in parallel lines facing each other. Number them off so each person has a counterpart. Put an object in the middle such as an old tire tube (the bacon) When a number is called, 12 for example, the number 12 from each team is to try to run out and grab the bacon and get it back to their side.

This can be played many ways. Here are a few:

Kiss the wench- see above in the game list

Hockey style- a ball is in the middle and several hockey sticks. A goal of some sort is on each end of the play area. When numbers

are called (single numbers or multiple numbers) the numbers called are to run out, pick up a hockey stick and try to hit the ball in the appropriate goal.

Water balloon style- one Water balloon is in the middle- the number called runs out and tries to get the Water balloon first and try to hit the other person with it.

Bucket of water- same as Water balloon but with bucket of water

Chalk Sock- Same as the Water balloon style but they have to try to grab the chalk sock (a long sock with a pile of chalk powder in the end- leaves a chalk mark on clothes- and sometimes starts really cool fights!) and hit the other person with it.

Steal the Freshman-Take a wild guess what you put in the middle!

Steal the Fish-Gross, but fun

Backpack Style-With this method you always call two numbers and one must get on the other's back before running to get the object in the middle. You can use an object suspended in the air (hung by string) that they have to grab with their teeth.

### **The Sponge**

Simple but fun, especially on a hot day! You divide your group in rows. In front of each row you place a bucket with water and a sponge. At the back you place an empty bucket to collect water. When time starts running the person in the front dips the sponge and passes it to the back and the last person squeezes the water into the bucket. The row that manages to collect the most water wins.

### **Suck and Blow**

You might want to rename this game! This racy title just happens to describe what you do. Line the kids up, and have them pass an index card down the line as fast as they can using only their mouths. You need to suck in wind to keep the card on your lips in order to pass it (by blowing out) to the next person in line. This game is especially great with boys, because if one person drops the card at just the right point, the two come very close to locking lips. The first group to pass the card all the way down (and back if you wish) wins.

### **Super Sundae**

Divide group into teams of 4 to 6 kids. In a giant bowl, see which team can construct the most original ice cream concoction using equal amounts of ice cream products supplied by the staff. Afterwards, award a prize to the team with the coolest sundae. THEN spring it on them that they have 5 minutes to see which team can eat the most of their sundae without using their hands or utensils. The team with most ice cream gone wins a prize. Talk about messy!

### **Taboo on Easel**

This is like the board game Taboo, but on an Easel and a lot easier. Divide into teams. Teams elect someone to be the stool person. Bring that person on the stool and write four words behind them on the easel for all to see except the stool person (Example: bulldog, stapler, Spain, paper airplane) Assign a point value for each word (example: 10 points each). Give the team a certain time (a minute 30 seconds) to try to get the stool person to guess the words. The team can do the words in any order. If they break any of the rules or cheat, they not only don't get the points for that particular word, they are given negative points (Example: negative 10 points). Do several rounds for each team, one at a time, bringing up new stool people each time. Play until blue in the face.

Rules:

no hand motions

no "sounds like" or rhyming with other words

### **The Ha Ha Game**

Get every one to lay down on the floor next to each other in a line. The first person in the line say's "ha" , the second "ha ha," the third "ha ha ha," and so on. You can never get to the end of the line because every one starts laughing. You can also line up two lines of people and do it as a race.

## **The Story**

Stand or sit in a circle. Go around the room assigning the name of a person, place or thing to each person. The first person in the group begins to tell a story that they make up. Within 10 seconds (longer or shorter is okay) that person must mention the person, place or thing assigned to them. When the timer goes off (you can use a kitchen timer or just a stop watch) the story is picked up by the next person and they must mention their assigned person, place or thing within 10 seconds. This continues around the circle until everyone has had a turn. The stories can get pretty strange but that's the fun of it.

## **Toe Fencing Mixer**

Here's a wild mixer, and if it's set to music, it looks like a new kind of dance. (great up front game- entertaining the rest) All the players pair off, lock hands, and try to tap the top of one of their partner's feet with their own feet. In other words, one player tries to step on the other player's foot while their hands are clasped. Of course, since players are also trying to avoid having their feet stepped on, they are all hopping around the floor in a frantic dance. When a player has had his foot tapped three times, he is out of the game, and the winning partner challenges another winner. The game continues until only one person is left (or until the music runs out).

## **Toilet paper over under**

See "Over Under Relay" in this game guide. Use toilet paper, unraveling it as you go. If toilet paper breaks, the person must tie it together before continuing to unravel.

## **Touch telephone**

This game is based on the old telephone game but involves touch rather than hearing. No talking is allowed. Divide the group into teams of about six each. Each team sits in a line, one behind the other. The last person is shown a simple hand drawn picture of an object such as a house, a cat, or a Krishnamas tree, for example. The person who is shown the drawing then tries to draw an exact copy of it, using their fingers, on the back of the person in front of them. The drawing can only be done once. The second person then draws what they felt onto the back of the person in front of them. This continues until it gets to the person at the front of the line, that person then must draw what he or she felt, on a piece of paper. The team whose picture most resembles the original wins that round.

## **Who's on my back**

Have everyone secretly write down the name of a person on a small piece of paper. It has to be a person that everyone in the room would know about (eg. Krishna, George Washington, Madonna, Leonardo DiCaprio, etc.) Then have them tape the name on the back of the person on their left. Everyone must now go around and ask people yes or no questions about who is on their back. They can only ask each person one question. The person who can do it in the least number of asks wins.

## **Trust Circle**

Object of the Game: To hold up the person in the middle and keep him safe from falling.

One player is chosen to be "it" first. A tight circle of players is formed, alternating physically strong and weak people. The person chosen to be "it" goes into the middle of the circle and crosses his arms across his chest.

The "it" stiffens and falls backwards. The players in the circle work together to catch the person and pass him back and forth around the circle. The player in the middle must keep his feet together and near the middle of the circle for this to work well, and players in the circle generally grab the person who is "it" around the arms and shoulders. Each player is encouraged to have a turn.

Variations:

1. Players in the circle sit down, placing their feet around the ankles of the person in the middle. Sounds crazy, but it works
2. "Courage Camille" is a slight variation of this game in which only 3 players are required. Two of the players face each other and lock hands. The third person stiffens and falls backwards into their arms. This should be done several times, with the person falling farther backwards each time (the players locking their hands should lower them each time). Other players can then try.
3. "Courage Camille" can also be played with only one person catching.
4. The person who is "it" wears a blindfold.

Comments: The players who are "catchers" should be careful as they pass the person around and catch him. In the "Courage Camille" variation, care should be taken that the two players who are acting as "catchers" are strong enough to hold the heaviest person participating.

## **Trust lift**

More of a learning exercise than a game!

Object of the Game: To lift a person above everyone's head.

One player is chosen to be "it" first. He lies on his back and stiffens himself while everyone else assembles around him. Together everyone lifts him slowly toward the ceiling as he maintains his reclining position. Once he has reached maximum height, the others hold him there for about 30 seconds before slowly lowering him.

## **T-Shirt Challenge**

You use a men's size medium t-shirt, place it flat out on the ground, and then see how many kids can get on the t-shirt with no feet or any body part touching off of the t-shirt. Our record stands at 17 people! It is a-lot of fun and I would love to hear if anyone can get more than that!

## **Two Truths and a Lie**

A good game for small group interaction. The object is to reveal unknown things about yourself to the group in a fun atmosphere.

A person states three things about himself. Two must be true and one a lie. For example: "I was born in South Africa. I have a green card. I have a dog named Bubba."

The others in the group try to guess which statement is the lie. If a player guesses correctly, they earn a point. If no one guesses correctly, the individual earns five points. Each person should get a chance to share.

## **Who is it?**

This is a good game for small group interaction. The object is to get individuals to share unknown things about themselves in a safe environment. Each player writes down a little known truth about himself. The paper slips are handed in and read aloud one at a time. The slips are then read a second time, and players write who they think wrote that slip. After everyone has guessed on slips, the truth is revealed. Each player gets a point for every correct guess. If no one guesses a person's slip correctly, that person gets five points.

## **Win Lose or Draw**

This game is the same as the old TV version by the same name. It is played like Pictionary, either guys against girls (battle of the sexes kind of deal), or team against team. A word is given to one member of each team who tries to draw symbols and pictures to lead his/her team to say the word that was given to them. You may not use numbers letters or the "number sign" (#), anything else is okay. You also may not say anything or do any kind of gestures, to help you team guess the word.

You may point to a team member who is on the right track or very close to saying the answer, but no other gestures may be used.

You may nod your head to say "yes, that's right" or "no, wrong". Use Pictionary cards if you have them or make up a list of words yourself (may be use a certain subject or topic of the club, i.e., Santa Claus, Reindeer, Krishnamas tree or pencil, teacher, school, etc.)

Whoever has the most points (words guessed) at the ends wins. If it is a tie, give each team another word and see who can do their word the fastest.

## **Yelling Match**

Group is divided into two equal teams. Each team sits in a single row facing the opponent team across a room. Each team picks out a piece of paper with a message on it. The messages should be common phrases or Gita verses with about 5\_10 words in it. Each person on a team is assigned a word from the message. If there are more team members than words, same words can be assigned to multiple people. At a given count, the entire team yells out their assigned word in unison to the opposing team. The opposing team repeats the process. Each team has one guess at deciphering the message. The yelling is repeated until one team guesses the correct message.

### **Your number is up**

Instruct your whole group to walk randomly around the room. About every ten seconds or so, call out a number. Everyone in the game must immediately form a group hug, made up of the number of people that you called. This sometimes leaves some people unable to form a group because they don't have enough people — they are out of the game. Repeat until you only have two people left and declare them the winners.

### **Zip Zap Bop**

Played like Newspaper Name Nail with a few changes. Everyone is to learn the names of the persons to their left and right. Zip means left and Zap means right. The person in the middle says a persons name and either Zip or Zap. The person called must say the name of the person to their right or left, depending on what the person in the middle said, Zip or Zap. The person in the middle tries to bop them on the head with the newspaper before they can say it. This is a pretty stupid game- but some kids actually like it- try it and if it doesn't work right away have a back up.

### **\$1000 Bill Exchange**

For this game you need to make your own money on your computer (careful- it might be a federal offense). Give each person 10 of the bills. They are to try to win as many as possible from their peers by challenging them one on one doing one of three things:

Thumb wrestling

Rock, paper, scissors

Flipping a coin

Rules:

You must accept any challenge

Sudden death, no two out of three

Challenger has to have a coin and is "heads" on the coin toss

### **Counting Game**

Have everyone in your group pair up and face each other. Each person holds up zero to ten fingers behind their back. On the count of three, have them pull their hands from behind their backs. The first person to yell out the correct sum of all the fingers wins. Do best two of three. Then the winners play each other until you have a champion.

Variation:

### **Shoe Pile**

A good way to have new people meet everybody. Everyone takes off one of their shoes and throw it into a big pile. Then each person picks up a different shoe from the pile and finds the person it belongs to. Works well for large groups.

## Ape, Man, Girl Game

Both "Ape, Man, Girl" and "Elves, Wizards, Giants" are funnier team variations of the scissors, paper, stone game.

Have people pair off. Then, when the signal is given each person strikes a pose like an ape, man, or girl. Be sure to demonstrate what each looks like ahead of time (and you can decide that!). The ape beats the girl, man beats the ape, the girl gets the man. Eliminate the losers and pair the winners until you get a champion.

## Elves, Wizards, Giants

Another team version of the old game of 'Scissors-Paper-Stone', but has funnier actions and noises which each team has to act out. Each character (Elf, Wizard, Giant) has a specific action or noise.

Elf	Squatting down and imitate pointed ears by holding two fingers up by your ears (similar to making bunny ears). Make "Eeeking" noises while doing this.
Giant	Standing on tip toe, arms raised in frightening posture making growling / roaring sounds
Wizard	Standing normally but with arms outstretched as if casting a spell. Make appropriate spell casting noises.

As with Scissors-Paper-Stone each character/icon can win against one character or loose against the other. In this case if wanted teams can make the appropriate actions for winning or loosing.

Winning team:	Action/s:
Elves shoot Wizards: Elves win	Elves pretend to shoot an arrow, Wizards make dramatic gestures as though struck in the heart.
Wizards frazzle Giants: Wizards win	Giants pretend to shrink.
Giants squash Elves: Giants win	Giants pretend they are squishing something small.

Each team finds a quiet corner and decides on a character to be as a team, after choosing their character each team stands facing each other with hands behind their backs. On a given signal (e.g. the count of three) the whole team acts out their character with the points going to the team that chooses the winning character. If both teams pick the same character there is a draw.

## **The Math Game**

Competitors hold just one hand behind their back, revealing the number of fingers at the signal. Whoever yells out the sum of the fingers wins the first round. For Round 2, multiply the fingers. Round 3 is the difference between the two numbers. Rotate through as many rounds as you want, but for the championship round (between the two survivors) have them square the total of the two sets of fingers. For example, Person A shows three fingers, person B shows four, so the winning answer is  $3+4 = 7 * 7=49$

## **String Toss Game**

Get a spool of string or yarn. Have each person answer a question of some sort when they have the string in their possession. They then hold on to string and throw the ball/spool to another so they can answer the question. You eventually create a web of some sort. In the end, describe how the web analogous to the group in that we all play a part in creating the web, and that if one person was gone it would look different. Likewise, it is important that we all take part to make the group what it is, unique and special.

## **2 Truths And A Lie**

Have each person write 2 truths and a lie about themselves. They then pass the paper to the group and have the others guess which is the lie.

## **Paper Roll**

Quick and easy game to set up, similar theme to "2 truths and a Lie"

Don't tell anybody what is going to happen, but get a roll of toilet paper and tell all those playing not to take too much but to take however much they want. One all the players have taken the number of sheets they want each has to tell one thing about themselves for every sheet they have.

## **Line Up Game**

[Very simple and frequently used good icebreaker]

Get in groups of five to ten people each. First group that gets itself into order according to the category you name, wins. For example first letter of middle name, shoe size, height, birth date, etc. Just be sure to pick subjects that people can line up easily.

## **Communicating Challenge**

Try the "Line up game" this way....

Give everyone a number. They have to arrange themselves in numerical order communicating with each other without speaking or holding up fingers. They make up their own sub-language or sign-language and it often is pretty amusing. Round two. Have people arrange themselves in order of birth or in calendar months.

### **I Have Never**

Another good game for finding things out about others....

Have everyone sit in a circle except one person. The person in the middle says something that they have never done (ie. I have never drank. or I have never worn a dress). All the people who have never done that have to get up and find an empty seat (from someone else who just got up). The person stuck without a seat is now in the middle. This game has no time limit.

### **M&M Game**

Pass around a bag of M&M's and have each person take as many as they want. For each colour of the M&M's have a question that they have to answer. For instance, red can be, "Describe your first crush."

You can play this with Skittles or other coloured candies.

Who am I?(Traditional)

Prepare a card for each of your guests and write on it the name of a famous man or woman. On arrival, pin a card on the back of each guest who must then ask questions of each other in order to find out their identity. When they succeed, the card is pinned on the front of them.

### **Singing Contest**

Divide the crowd into 3 or 4 groups. Give a topic or theme (such as songs mentioning a colour or a girl's name). Then have each group, in order around the room, loudly sing the appropriate line from the song. No repeats are allowed. Last group left with a song is the winner.

### **Balloon Game**

Tie a balloon on a string (at least two feet long) to each person's ankle. The objective of the game is to be the last person with an un-popped balloon around one's ankle. Note: this game takes some prep work. Balloons must be blown up and string cut in advance. It is a fun game, though. Don't try in someone's living room if you want to be invited back!

### **Mystery Person**

Prep one or people before the meeting but don't let anybody else know. Give each of these mystery person/s a different number that they have to remember. Now run a game that gets everybody mingling (such as Ape, Man, Girl). At the end have the mystery person/s remember who they met on the number you gave them. Announce to the group who the mystery person/s was and the person they met on the number you gave them. Give both a small prize if you wish.

### **Person Scavenger Hunt Bingo**

Make a bingo board of things a person may have done or has in their possession. Give each person a copy and have them ask people if they qualify for any of the squares. If so then they have that person sign their name the square. (i.e., One square can be, "Find a person with 5 brothers & sisters," another can be, "find someone who forgot to brush their teeth morning"). Give them a time limit. The winner is the first person who gets in a row or the most names.

## **Crash**

aka: Clump

Everybody mingles, constantly moving until the leader shouts out a number. All players must then try to get into groups of that number, any group/s that don't succeed are out.

Variation: Players find others who have things in common, such as same shoe size.

## **Group Scavenger Hunt...**

Have audience break into 3 - 4 groups. Leader calls out different items or activities for the groups to produce. The first group (the entire group does not have to go) to come up to the front with the item gets a point. Group with the most points at end wins.

Suggested items and activities:

- < Red (or another colour) shoelace - to be removed from the shoe
- < Pen with a chewed cap
- < Penny or any coin with a certain date
- < Paper clip
- < Stamp
- < Family picture
- < Guy wearing red lipstick
- < 2 people with their shoelaces tied together
- < Gum in the wrapper - MC thanks the person and then eats the gum
- < Key chain with at least 8 keys
- < Temple bulletin
- < Book mark
- < Store receipt

## **Sit Down if...**

Have a list of questions (with the next one getting wilder, and the wilder the better) beginning with the phrase, "Sit down if you (blank)". Find out who remains standing after each round.

[If you want a good idea of how this games works in action and perhaps some types of question being asked this is/was very popularly used by Graham Norton at the start of his shows.]

## **Spinning Pairs**

Get into pairs and face each other. Place your palms on other's palms between you a little above shoulder height. Both partners close their eyes and pull their palms apart (approx. 12 inches) while keeping their palms at that height. Both then turn around on their respective spots 3 times at the same time. The goal is to reconnect palms after spinning while keeping your eyes closed.

## **NAME GAME**

Have people sit in a circle. Each person should think of an adjective that begins with the first letter of their name and describes something about themselves. Go around the circle and have each person say their name and their adjective, as well as the names and adjectives of the people who went before them. This helps new people remember everyone's names faster.

## **GETTING TO KNOW YOU**

People should have found their partners from the previous game. The partners should find a corner of the room and learn 3-5 things about each other that can be shared with the rest of the group. After a few minutes, have the group come back into a circle and each person should introduce their partner. You can also use this activity to continue learning more information about the events used in the "Find Your Partner" activity.

## **TOILET PAPER GAME**

Pass a roll of toilet paper around the circle and have each participant tear off as much as they use in one day. Once each person has their paper, tell them that they must share something with the group about themselves for each square of paper that they took off the roll (this also works with M& M's).

## **PEOPLE BINGO**

Create a bingo board that has various traits that applies to participants in the group. The group should walk around and find people to sign the boxes with whom they identify. For example, one of the boxes says that there is a person who has a younger sister with red hair. Participants have to ask questions of each other and start conversations in order to figure out who fits that description.

## **BINGO VARIATION**

Have a bingo type game where you have a grid and you write different things in each box like "has green eyes" or "been to cltc before" then you go around and have to find the people who fits that box and have them sign it! when you are through with the boxes(usually like 15 boxes) you end up knowing alot of wierd facts about the other people and it is tons of fun scrambling to be the first one finished!

## **PUZZLE PIECES**

Give everyone in the group a piece of a puzzle. Together, the members of the group have a complete puzzle. They must work together to create the finished product. This is better when you have small groups.

## **Duck Duck Goose:**

all participants sit in a circle. The person "ducking" says a person characteristic about themselves as they go around the circlce. The rest of activity works the same as Duck, Duck, Goose.

**Silent Identification:**

Each participant is asked to either write words or draw pictures that describe themselves. This is done silently. They pin the picture on their chests, walk around and have everyone look each other over. Pictures are then shuffled and participants are asked to identify the person to which the picture belongs.

**Pairs Game:**

Make up pairs or group of people that go together (Mickey Mouse/Minnie Mouse, Barbie/Ken) You give each person a card with one of the group or pairs on it. The pairs or groups must find their match. When they find each other, they must discuss the best program they have been to and the qualities that made it a good program. Then they turn the card over, find their new pair and then go through the same process of the worst BBYO program ever attended and the qualities of a bad program.

**Name Game:**

Sit in a circle. One person starts by using an adjective starting with the same letter as their first name, followed by their first name (i.e. Clever Claire, Kind Karen) The next person and following has to repeat the first person's adjective and name and then add their own. It goes around the circle and the last person has to repeat all other names in order and end with their own.

**Human Knot:**

Have a group of 10-15 stand very close together. Tell them to reach out their arms so all hands are jumbled and intertwined. Tell them to grab one hand for each of their hands, but not the one of the person's next to them. Now they are a human knot and must use teamwork to untangle themselves into one circle without letting go of their hands.

**Toilet Tissue:**

Tell participants to take a length of tissue. Only after all have taken some, tell them for each panel of tissue they have to say one positive thing about themselves. (you could vary what they have to do or say for each tissue square: tailored to your objective)(variation: use M&M's- for each color they have to say one thing i.e. yellow: something sunny about themselves, red: an embarrassing moment, green.....)

**Two True One False:**

Go around group and everyone has to say two true statements about themselves and one false. The rest of the group has to guess which one is false. You may be surprised. You can learn some crazy things about each other!

**Non-verbal birthday lineup**

Ask everyone to line up according to the month and day of birth without any talking. This should inspire some interesting means of communication towards a common goal.

### **Web Game**

take a ball of yarn and have the person who starts hold one end and rap it around their wrist. They throw the yarn around the room and either say something positive about the person you throw to or something they did to inspire you. then when you are done, you have bracelets of yarn that you are supposed to wear until they fall off.

### **Balloon Game #1**

have everyone put one piece of information about themselves in a balloon, then blow up the balloon and throw the balloon in the middle of the circle of participants. then one by one, pop the balloons and guess to whom that piece of information belongs.

### **Balloon Game #2**

pass one balloon around the circle and have each person write a question on that balloon. then pass the balloon around the circle and each person has to answer three questions on the balloon.

### **Hug Tag**

this is a cooperative version of "regular" tag. you should designate a few people to be "freezers". Then tell everyone else to scatter in all directions. the freezers count to ten, and then take off after the runners. once they tag a runner that person becomes one of the freezers. a player is safe from being tagged only when he or she is hugging another player.

### **Fast Lemon**

this game is for players or more. First divide the group into two or more equal lines. then give the leader of each line a full length pencil and a full-grown lemon. as the teams line up single file mark a starting line and finish line on the floor (about 20 feet away at most) the object is to push the lemon with the pencil along the floor in a straight line-if you can. each player must push it to the finish line and back to the next teammate in line. the team to finish first wins. what you discover is that the lemon always keeps rolling, despite a slight wobble. you'll have trouble keeping it in your lane so be sure the furniture is pushed back.

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select four or five people from the group to be "psychiatrist" and then send them out of the room. the remaining members of the group chooses a 'problem' that needs to be solved. for example-each person assumes the characteristics of the person to his or her right. for example, if asked the color of the "patients" hair, the person questioned would say blonde if that is the hair color of the person on his right. other 'problems' could be all are person on left, all are one person in the group, every other person, etc...

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have all players tie one balloon around each of their ankles. the object is to burst your opponent's balloons while keeping yours whole.

### **Fruit Basket Turn Over**

seat players in a circle. one person stands in the center. each player is given the name of a fruit. the person in the middle calls out the name of two fruits. the two people must quickly change seats. The person in the middle also tries to reach one of the seats. The one left standing then calls the name of two other fruits. He or she may also call "fruit basket turnover" and everyone must change seats.

### **Life Saver Relay**

divide group into two teams. give everyone a toothpick to hold between their teeth. place a life saver on the toothpick of the first person on each side. the game begins. the life saver is passed from person to person by lining up the toothpicks so that the life saver slides onto the next person's toothpick. no one can use their hands. should a lifesaver be dropped, that team begins again with the first person. the first team to relay a lifesaver to the end of the line is the winner.

### **Banana Race**

give each player a banana with the instruction to peel and eat it while holding one hand behind their back (they only need to take one bite of the banana) on a given signal they begin. the first one who takes a bite and then whistles, wins.

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### **Human Machines**

each group acts out a machine with sound effects (i.e. telephone, fax, washing machine, dryer, blender, typewriter, stereo, airplane)

### **Improv**

each group acts out a skit with different themes. (i.e. desert, solar system, north pole, wild west)

### **Killer**

walk around and shake hands. when the killer shakes your hand, you must fall to the ground and 'die' others must guess who the killer is. (the killer adds a tickle when shaking hands)

### **Animal Match**

upon entering the room ,everyone is given a card with an animal on it (make sure there are two of every animal) one the count of three everyone makes their animal noise and tries to find their partner.

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players pair off and stand back to back with elbows hooked. one player holds a balloon. pairs race to one end, transfer the balloon to the other person., without unhooking elkbows and then race back.

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### **Same Letter**

with each letter of the alphabet try to come up with a male name, female name, food, and place. (ex. A my name is Alfred, my wife's name is Angela, we grow apples in Atlanta.)

### **Sentence Game**

Everyone splits up into groups and each group gets a sentence. Each group must make up a story that ends in that sentence. The crazier, the better!!! (Example: And that is why you can't trust an AZA an inch above the knee.)

### **Ya really want to know?**

Each participant is asked to give his/her middle name and tell how or why that particular name was chosen for them. The facilitator should begin the process and if appropriate, do it with a little bit of humor to encourage others to share.

### **Bridge game**

There are 4 people acting as the bridge goblins. Two people are standing on the same side, about 4 feet apart, and then on the other side there are two people facing them. Now the point of the game is for the rest of the group to cross this bridge as many times as possible, without going off the bridge. The trick is that each person cannot walk the same walk, they each have to be different. And if they're not, the bridge goblins eat them.

### **If you love me baby smile**

Everyone sits in a circle, and one person goes up to somebody in the group and tries to make them smile by saying, "if you love me baby, smile" and they are not allowed touching the person at all. They may make funny faces or whatnot. If the person does not smile or laugh, they will reply, "I love you baby, but I just can't smile". And if the person succeeds, the person they made smile moves on, and if they lose, they have to go to another person.

### **Movie Ball game**

everyone stands in a circle and bounces a ball to somebody else, and has a five second limit to do so. But before bouncing the ball they must say a name of a movie. When somebody repeats a movie name, they are out of the game. It eventually ends up being a competition between two people, and then there's a winner. As a prize, you can give them a chocolate bar, or something else.

### **Freeze**

this game usually starts off with two people up on "stage". The other members give them a subject matter, and they have to act it out, as an improvisation. Then at an ideal moment, usually after a minute or two, another member can call out freeze, and both of the actors have to freeze on their spot. The member who called out freeze has go in and take the place (the exact position) of one of the members, and has to start a completely different and unrelated scene.

### **Digging game**

The members sit in a circle of chairs and there is one person standing and does not have a chair. The person in the middle asks a question, like "who has brown hair?" and everyone who does has to get up and switch seats. The person in the middle has to go and find a seat, which in turn will leave somebody else in the middle without a chair to ask a question. The catch is that the people changing seats (this applies to each individual round) cannot move to the seat on either side of them, or if they get up and can't find a seat, they cannot return to the seat where they just sat. This is a great way to "dig" up some information, on people you don't know.

### **Space Leap**

It starts off with one person in the middle, and they create a little scene for themselves. Then somebody leaps into the scene and starts a completely different scene. Then a third person comes in and does the same, and then the fourth person afterwards. The scene has to find away to kick out the fourth person and then the scene has to change back to the scene that third person created. And then the same occurs, until all three of the members are kicked out and remains the first member doing the scene they started off with.

### **Sports Broadcaster**

you take two things, an object and a sport, like toothbrush and basketball. The sport now created is toothbrush basketball. There will be the offensive team and the defensive team. There will be a broadcaster for both. So the teammates have to play and act it out silently while the broadcasters interpret the game.

### **Shoulda Said**

there is a circle of people with two or three people in the middle. They are acting out a scene that the other members have chosen for them. And then at any point in their scene, the other members that are watching may call out "shoulda said" and the actor that it was called on has to say either the opposite of what he/she meant, or what they were really thinking. For example, I say "I love that dress you're wearing!" and somebody calls shoulda said on me, I could say "that dress would look much better on my pet rat". And of course the other actors in the scene will have not heard your extra comment. This is a really fun game!

### **ZIPZAPZOP**

everyone stands around in a circle and puts their guns together. Each gun has three bullets, a zip bullet, a zap bullet and a zop bullet. Now, the person who starts turns to person B and goes, Zip, then person B must turn to someone and say Zap and they must turn to somebody and say Zop. There isn't any specific order, and there may be rallying between two people. But the catch is that one may not hesitate or they will be out of the game.

### **Movie word game**

everyone sits in a circle while one person goes out of the room. They have to decide on a movie title. Take the title, "I know what you did last summer". Now each person in the circle is given a word from the title. When the person comes back in they all switch places. Then the person outside asks somebody a question, and that person has to answer with their word in their sentence. Example: if I have the word "Know" and I am asked what color my hair is, I could say, well I know that my hair is the color brown.

### **Favorite T-shirt**

Ask attendees to bring (not wear) their favorite T-shirt to the meeting. Once all participants have arrived, ask each person to show the shirt to the group and explain how the T-shirt best resembles their personality.

### **The MOO game**

this is sort of complicated, so hear me out. There is a group of people in a circle. One person goes out of the room and the game is explained to the others. What happens is when that person comes back they will be given three chances to figure out who the MOO leader is. The MOO leader is the person who is mooing the loudest of them all (in reality there is nobody the first time). On the third try, whoever the person says moos the loudest, he is automatically right. So then somebody else goes outside (person B), and the first person becomes the MOO leader, so he actually has to moo louder than everyone else. So person B comes back in and has three chances to guess who the MOO leader is. Person B is in on it the secret the whole time, so he does not choose the person the first two times. So the first two times, the MOO leader screams really loud. The third time (Everyone is told this while he was outside the first time, that on the third time, of the second round, nobody is supposed to scream EXCEPT for the MOO leader). Everyone pretends to scream, and then it is only the MOO leader who screams the loudest of everyone. In turn he becomes embarrassed, and everyone laughs! This is one of the funniest games possible.

### **Personal Bingo**

The host will need to do a little homework before the meeting to find out a few tidbits about each participant (favorite hobbies, books, vacation spots, number of children, favorite foods, etc). Prepare a bingo card (duplicate the card for all attendees to have the same one) with one tid-bit for each square, and instruct the participants to mingle with the group to identify the person for each square. As the information is uncovered, they ask the participant to sign their corresponding square. Keep moving among the guests until all squares are filled. Rules: only open-ended questions may be used. First person who fills card wins a prize.

### **Say cheese, please**

As each participant arrives, take their picture with a Polaroid type camera and hang their photo on a piece of easel paper in the entrance area of the meeting room in groups of two or three photos (depending on size of meeting - you may have only 2 per group or more if the group is large). Use your creativity and decorate the easel paper to extend a Warm Welcome and set the tone of the meeting. Once all participants have arrived, ask them to find their partner(s) from the photo display on the easel and spend about 5 - 10 minutes getting to know the person(s). Then have them introduce their partner(s) to the rest of the group and share something they discovered they have in common.

### **Famous people/cities**

As each participant arrives, tape a 3 x 5 index card on their back with the name of a famous person or city. They must circulate in the room and ask questions that can ONLY be answered with a YES or NO to identify clues that will help them find out the name of the person or city on their index card. EXAMPLES: Paris, Madonna, Santa Claus, John Wayne, Casablanca

### **Sensuous Sam & Inquiring Ida**

Ask each participant to choose an adjective that begins with the first letter of their first name and one that really matches their personality. Have them introduce themselves just as they wrote it on the card and allow time for others to ask questions.

### **Dream Vacation**

Ask participants to introduce themselves and describe details of the ideal, perfect dream vacation.

### **Favorite animal**

As the guests arrive, and before you write their names on a name card, ask them to tell you their favorite animal and three adjectives to describe the animal. As they tell you, write the three adjectives on a name tag BEFORE their name (omit the name of the animal). Ask them to mingle with the crowd, sharing why these adjectives best describe their own personality.

EXAMPLES: Loyal, cuddly, playful Dan

### **Birthday Partner**

Have participants mingle in the group and identify the person whose birthdate (not year - just month and date) is closest to their own. Find out two things they have in common.

### **Long lost relative**

As a group, 1) ask each person to turn to the person on their right and greet him/her as if they really didn't want to be there. Yeah, you know what I mean - you can't wait to get out of there! Then everyone (simultaneously to create lots of fun and excitement) turn to the same person and greet him/her as if (s)he is a long lost, deeply loved relative who has just returned home and you're about to see the person for the first time in years! In fact, you thought you may never see this person again until this very moment. Okay, now ask everyone (again simultaneously) to turn to the same person and greet him/her as if this person just told you that you won the state lottery for 50 million dollars and you have the ONLY winning ticket!~~

### **Circle of Friends -**

This is a great greeting and departure for a large group who will be attending a seminar for more than one day together and the chances of meeting everyone in the room is almost impossible. Form two large circles (or simply form two lines side by side), one inside the other and have the people in the inside circle face the people in the outside circle. Ask the circles to take one step in the opposite directions, allowing them to meet each new person as the circle continues to move very slowly. If lines are formed, they simply keep the line moving very slowly, as they introduce themselves.

## **"Do you know me?"**

Each person is given a nametag and an index card. The name tag has the name of another person in the group on it. Everyone is told to circulate, meet, mix and mingle to gather information, insights or stories about the person on their tag from group members. The opening line "Do you know me?" is used to help generate clues and conversation. The index card is to be used to write down the information collected. At the end of a designated time - about 15 minutes, each participant introduces their "name tag" and its person to the group.

## **LOGOS**

Each person is given a blank name tag. Explain to the group that corporations are recognized by a specific logo or symbol. (McDonalds arches, 3M, Apple Computer's Apple, etc.) They are given 2 minutes to draw their personal logo. This logo should reflect their personality, their interests, major or any thing they would like other people to know about them. Then give the group time to mingle and see what each others logo looks like. When it looks like the entire group has mixed, instruct everybody with a similar logo to form a small group. You may be surprised at how many similarities there are in your group.

## **Color Jacuzzi:**

The object of this small group exercise is to get the group to quickly meet the other members. The facilitator calls out a color of the rainbow: - for example RED:

Red typically is the stop/turn- off color - so each member of the group quickly tells what is the one thing (that they can disclose in public) that is really a turn off to them .

Orange: is the motivation color - what motivates them

Yellow: is the inspiration or creativity color - what was the best idea they've had

Green: is the money color - what they plan to do for money, or the dumbest thing they ever did for money.

Blue: is the sky's the limit color - what is your favorite fantasy about your future

Indigo: is an odd, or different color - what is the most daring thing they ever did.

Purple: is the color of royalty - if you were ruler of the universe for a day - what is the first thing you would do?

## **Alphabet teamwork:**

Divide your group into two teams and play these games:

Write one letter of the alphabet on the bottoms of each team members' feet. If there are not enough feet, write letters on the palms of the hands. And if there are not enough hands or feet they are to choose what letters they will miss out so they will be left with the ones they need. Once the teams are ready call out words for them to spell. The team that has a word correctly spelt with their hands and feet for you to see are the winners.

Have letters of the alphabet written out on separate pieces of paper. Give one team a word, which they have to spell out with their bodies (that is to form the shape of the letter with their bodies). They could have more than one person per letter. A member of the other team has to guess what the word is.

**This is your future:**

On the front and back sheet of paper that is titled "What will you be doing when you are 25?"

Write these questions:

Are you single or married?

Do you have children?

Where do you live?

Did you go to university?

What's your job?

What are your hobbies?

What are your friends like?

Do you attend Temple?

Are you living a Hindu life?

What are your biggest problems?

Where will you be in another ten years?

Have kids put their names on both sides of their sheet of paper and then fill out just one side. When everyone is done, gather together and as a group complete the remaining side for each group member. The person whose future is being written out can't speak. When everybody's paper is completed allow time for kids to ask questions and make comments about the differences between how they and the group see how things will turn out.

**Creations:**

Form groups of no more than three. Give each group a few tools and a non-working small appliance and give them half an hour to disassemble their appliance and use anything else you give them such as rubber bands, cardboard, marbles, plastisine to create something else completely different from the original item.

**NAME GAME**

Have people sit in a circle. Each person should think of an adjective that begins with the first letter of their name and describes something about themselves. Go around the circle and have each person say their name and their adjective, as well as the names and adjectives of the people who went before them. This helps new people remember everyone's names faster.

**GETTING TO KNOW YOU**

People should have found their partners from the previous game. The partners should find a corner of the room and learn 3-5 things about each other that can be shared with the rest of the group. After a few minutes, have the group come back into a circle and each person should introduce their partner. You can also use this activity to continue learning more information about the events used in the "Find Your Partner" activity.

## **TOILET PAPER GAME**

Pass a roll of toilet paper around the circle and have each participant tear off as much as they use in one day. Once each person has their paper, tell them that they must share something with the group about themselves for each square of paper that they took off the roll (this also works with M& M's).

## **PEOPLE BINGO**

Create a bingo board that has various traits that applies to participants in the group. The group should walk around and find people to sign the boxes with whom they identify. For example, one of the boxes says that there is a person who has a younger sister with red hair.

Participants have to ask questions of each other and start conversations in order to figure out who fits that description.

## **PUZZLE PIECES**

Give everyone in the group a piece of a puzzle. Together, the members of the group have a complete puzzle. They must work together to create the finished product. This is better when you have small groups.

Have a bingo type game where you have a grid and you write different things in each box like "has green eyes" or "been to cltc before" then you go around and have to find the people who fits that box and have them sign it! when you are through with the boxes(usually like 15 boxes) you end up knowing alot of wierd facts about the other people and it is tons of fun scrambling to be the first one finished!

## **Silent Identification:**

Each participant is asked to wither write words or draw pictures that describe themselves. This is done silently. They pin he picture on their chests, walk around and have everyone look each other over. Pictures are then shuffled and participants are asked to identify the person to which the picture belongs.

-Duck Duck Goose:

all participants sit in a circle. The person "ducking" says a person characteristic about themselves as they go around the circlce. The rest of activity works the same as Duck, Duck, Goose.

## **Pairs Game:**

Make up pairs or group of people that go together (Mickey Mouse/Minnie Mouse, Barbie/Ken) You give each person a card with one of the group or pairs on it. The pairs or groups must find their match. When they find each other, they must discuss the best program they have been to and the qualities that made it a good program. Then they turn the card over, find heir new pair and then go through the same process of the worst BBYO program ever attended and the qualities of a bad program.

**Name Game:**

Sit in a circle. one person starts by using an adjective starting with the same letter as their first name, followed by their first name (i.e. Clever Claire, Kind Karen) The next person and following has to repeat the first person's adjective and name and then add their own. it goes around the circle and the last person has to repeat all other names in order and end with their own.

**Human Knot:**

Have a group of 10-15 stand very close together. Tell them to reach out their arms so all hands are jumbled and intertwined. Tell them to grab one hand for each of their hands, but not the one of the person's next to them. Now they are a human knot and must use teamwork to untangle themselves into one circle without letting go of their hands.

**Toilet Tissue:**

tell participants to take a length of tissue. only after all have taken some, tell them for each panel of tissue they have to say one positive thing about themselves. (you could vary what they have to do or say for each tissue square:tailored to your objective)(variation:use M&M's- for each color they have to say one thing i.e. yellow:something sunny about themselves, red:an embarrassing moment, green.....)

**Two True One False:**

go around group and everyone has to say two true statements about themselves and one false. The rest of the group has to guess which one is false. You may be surprised. you can learn some crazy things about each other!

**Web Game**

take a ball of yarn and have the person who starts hold one end and rap it around their wrist. They throw the yarn around the room and either say something positive about the person you throw to or something they did to inspire you. then when you are done, you have bracelets of yarn that you are supposed to wear until they fall off.

**Balloon Game #1-**

have everyone put one piece of information about themselves in a balloon, then blow up the balloon and throw the balloon in the middle of the circle of participants. then one by one, pop the balloons and guess to whom that piece of information belongs.

**Balloon Game #2-**

pass one balloon around the circle and have each person write a question on that balloon. then pass the balloon around the circle and each person has to answer three questions on the balloon.

**Hug Tag-**

this is a cooperative version of "regular" tag. you should designate a few people to be "freezers". Then tell everyone else to scatter in all directions. the freezers count to ten, and then take off after the runners. once they tag a runner that person becomes one of the freezers. a player is safe from being tagged only when he or she is hugging another player.

**Non-verbal birthday lineup-**

ask everyone to line up according to the month and day of birth without any talking. This should inspire some interesting means of communication towards a common goal.

**Fast Lemon-**

this game is for players or more. First divide the group into two or more equal lines. then give the leader of each line a full length pencil and a full-grown lemon. as the teams line up single file mark a starting line and finish line on the floor(about 20 feet away at most) the object is to push the lemon with the pencil along the floor in a straight line-if you can. each player must push it to the finish line and back to the next teammate in line. the team to finish first wins. what you discover is that the lemon always keeps rolling, despite a slight wobble. you'll have trouble keeping it in your lane so be sure the furniture is pushed back.

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seat players in a circle. one person stands in the center. each player is given the name of a fruit. the person in the middle calls out the name of two fruits. the two people must quickly change seats. The person in the middle also tries to reach one of the seats. The one left standing then calls the name of two other fruits. He or she may also call "fruit basket turnover" and everyone must change seats.

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### **-Improv-**

each group acts out a skit with different themes. (i.e. desert, solar system, north pole, wild west)

### **-Killer-**

walk around and shake hands. when the killer shakes your hand, you must fall to the ground and 'die' others must guess who the killer is. (the killer adds a tickle when shaking hands)

### **-Black Magic-**

need two people who know the game. one person(who knows the game) leaves the room while the rest of the group decides what object that person needs to guess. they return and the leader (who know the game) ask "is this it?, is that it?" about many objects. The person who is guessing continuously says no until the leader points to an object that is black. the NEXT object is the one that the person needs to identify and say, "yes that's the object the group picked" play the game till someone figures out how it is done.

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### **Animal Match-**

upon entering the room ,everyone is given a card with an animal on it (make sure there are two of every animal) one the count of three everyone makes their animal noise and tries to find their partner.

### **-Backlash Relay-**

players pair off and stand back to back with elbows hooked. one player holds a balloon. pairs race to one end, transfer the balloon to the other person., without unhooking elbows and then race back.

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line up behind each other bent at the waist and holding the ankles of the person in front of you. try to move forward as a team. if someone loosens the ankle grip, the caterpillar must stop until everyone is intact.

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hide icicles (strings of different lengths). Winner is the one whose icicles from the longest line when laid out end to end, not the one with the most icicles.

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### **-Same Letter-**

with each letter of the alphabet try to come up with a male name, female name, food, and place. (ex. A my name is Alfred, my wife's name is Angela, we grow apples in Atlanta.)

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### **Sentence Game-**

Everyone splits up into groups and each group gets a sentence. Each group must make up a story that ends in that sentence. The crazier, the better!!! (Example: And that is why you can't trust an AZA an inch above the knee.)

### **Ayodhya Game-**

When everybody walks into the room, you hand each person a paper with two cities on it, for example: Mathura and Ayodhya. Every person would have one different name, but they would all have Ayodhya. They are not allowed telling anyone what's on their paper. So they gather into a circle and hold hands. There is a storyteller who tells a story and mentions every single city name. The person who has Mathura has to try and sit down and make his/her bum touch the floor. The other people have to hold her/him up. And in the end, Ayodhya is called out, and everyone drops to the floor.

### **Bridge game**

There are 4 people acting as the bridge goblins. Two people are standing on the same side, about 4 feet apart, and then on the other side there are two people facing them. Now the point of the game is for the rest of the group to cross this bridge as many times as possible, without going off the bridge. The trick is that each person cannot walk the same walk, they each have to be different. And if they're not, the bridge goblins eat them.

### **- If you love me baby smile-**

Everyone sits in a circle, and one person goes up to somebody in the group and tries to make them smile by saying, "if you love me baby, smile" and they are not allowed touching the person at all. They may make funny faces or whatnot. If the person does not smile or laugh, they will reply, "I love you baby, but I just can't smile". And if the person succeeds, the person they made smile moves on, and if they lose, they have to go to another person.

### **Movie Ball game-**

Everyone stands in a circle and bounces a ball to somebody else, and has a five second limit to do so. But before bouncing the ball they must say a name of a movie. When somebody repeats a movie name, they are out of the game. It eventually ends up being a competition between two people, and then there's a winner. As a prize, you can give them a chocolate bar, or something else.

### **Freeze**

This game usually starts off with two people up on "stage". The other members give them a subject matter, and they have to act it out, as an improvisation. Then at an ideal moment, usually after a minute or two, another member can call out freeze, and both of the actors have to freeze on their spot. The member who called out freeze has to go in and take the place (the exact position) of one of the members, and has to start a completely different and unrelated scene.

### **Digging game-**

The members sit in a circle of chairs and there is one person standing and does not have a chair. The person in the middle asks a question, like "who has brown hair?" and everyone who does has to get up and switch seats. The person in the middle has to go and find a seat, which in turn will leave somebody else in the middle without a chair to ask a question. The catch is that the people changing seats (this applies to each individual round) cannot move to the seat on either side of them, or if they get up and can't find a seat, they cannot return to the seat where they just sat. This is a great way to "dig" up some information, on people you don't know.

### **Space Leap**

It starts off with one person in the middle, and they create a little scene for themselves. Then somebody leaps into the scene and starts a completely different scene. Then a third person comes in and does the same, and then the fourth person afterwards. The scene has to find away to kick out the fourth person and then the scene has to change back to the scene that third person created. And then the same occurs, until all three of the members are kicked out and remains the first member doing the scene they started off with.

### **Sports Broadcaster**

you take two things, an object and a sport, like toothbrush and basketball. The sport now created is toothbrush basketball. There will be the offensive team and the defensive team. There will be a broadcaster for both. So the teammates have to play and act it out silently while the broadcasters interpret the game.

### **Shoulda Said**

there is a circle of people with two or three people in the middle. They are acting out a scene that the other members have chosen for them. And then at any point in their scene, the other members that are watching may call out "shoulda said" and the actor that it was called on has to say either the opposite of what he/she meant, or what they were really thinking. For example, I say "I love that dress you're wearing!" and somebody calls shoulda said on me, I could say "that dress would look much better on my pet rat". And of course the other actors in the scene will have not heard your extra comment. This is a really fun game!

### **ZIPZAPZOP**

everyone stands around in a circle and puts their guns together. Each gun has three bullets, a zip bullet, a zap bullet and a zop bullet. Now, the person who starts turns to person B and goes, Zip, then person B must turn to someone and say Zap and they must turn to somebody and say Zop. There isn't any specific order, and there may be rallying between two people. But the catch is that one may not hesitate or they will be out of the game.

### **Movie word game**

everyone sits in a circle while one person goes out of the room. They have to decide on a movie title. Take the title, "I know what you did last summer". Now each person in the circle is given a word from the title. When the person comes back in they all switch places. Then the person outside asks somebody a question, and that person has to answer with their word in their sentence. Example: if I have the word "Know" and I am asked what color my hair is, I could say, well I know that my hair is the color brown.

### **The MOO game**

This is sort of complicated, so hear me out. There is a group of people in a circle. One person goes out of the room and the game is explained to the others. What happens is when that person comes back they will be given three chances to figure out who the MOO leader is. The MOO leader is the person who is mooing the loudest of them all (in reality there is nobody the first time). On the third try, whoever the person says moos the loudest, he is automatically right. So then somebody else goes outside (person B), and the first person becomes the MOO leader, so he actually has to moo louder than everyone else. So person B comes back in and has three chances to guess who the MOO leader is. Person B is in on it the secret the whole time, so he does not choose the person the first two times. So the first two times, the MOO leader screams really loud. The third time (Everyone is told this while he was outside the first time, that on the third time, of the second round, nobody is supposed to scream EXCEPT for the MOO leader). Everyone pretends to scream, and then it is only the MOO leader who screams the loudest of everyone. In turn he becomes embarrassed, and everyone laughs! This is one of the funniest games possible.

### **Favorite T-shirt**

Ask attendees to bring (not wear) their favorite T-shirt to the meeting. Once all participants have arrived, ask each person to show the shirt to the group and explain how the T-shirt best resembles their personality.

### **Personal Bingo**

The host will need to do a little homework before the meeting to find out a few tidbits about each participant (favorite hobbies, books, vacation spots, number of children, favorite foods, etc). Prepare a bingo card (duplicate the card for all attendees to have the same one) with one tid-bit for each square, and instruct the participants to mingle with the group to identify the person for each square. As the information is uncovered, they ask the participant to sign their corresponding square. Keep moving among the guests until all squares are filled. Rules: only open-ended questions may be used. First person who fills card wins a prize.

### **Say cheese, please**

As each participant arrives, take their picture with a Polaroid type camera and hang their photo on a piece of easel paper in the entrance area of the meeting room in groups of two or three photos (depending on size of meeting - you may have only 2 per group or more if the group is large). Use your creativity and decorate the easel paper to extend a Warm Welcome and set the tone of the meeting. Once all participants have arrived, ask them to find their partner(s) from the photo display on the easel and spend about 5 - 10 minutes getting to know the person(s). Then have them introduce their partner(s) to the rest of the group and share something they discovered they have in common.

### **Famous people/cities**

As each participant arrives, tape a 3 x 5 index card on their back with the name of a famous person or city. They must circulate in the room and ask questions that can ONLY be answered with a YES or NO to identify clues that will help them find out the name of the person or city on their index card. EXAMPLES: Paris, Madonna, Santa Claus, John Wayne, Casablanca

### **Sensuous Sam & Inquiring Ida**

Ask each participant to choose an adjective that begins with the first letter of their first name and one that really matches their personality. Have them introduce themselves just as they wrote it on the card and allow time for others to ask questions.

### **Dream Vacation -**

Ask participants to introduce themselves and describe details of the ideal, perfect dream vacation.

### **Favorite animal -**

As the guests arrive, and before you write their names on a name card, ask them to tell you their favorite animal and three adjectives to describe the animal. As they tell you, write the three adjectives on a name tag BEFORE their name (omit the name of the animal). Ask them to mingle with the crowd, sharing why these adjectives best describe their own personality. EXAMPLES: Loyal, cuddly, playful Dan

### **Birthday Partner -**

Have participants mingle in the group and identify the person whose birthdate (not year - just month and date) is closest to their own. Find out two things they have in common.

### **Long lost relative -**

As a group, 1) ask each person to turn to the person on their right and greet him/her as if they really didn't want to be there. Yeah, you know what I mean - you can't wait to get out of there! Then everyone (simultaneously to create lots of fun and excitement) turn to the same person and greet him/her as if (s)he is a long lost, deeply loved relative who has just returned home and you're about to see the person for the first time in years! In fact, you thought you may never see this person again until this very moment. Okay, now ask everyone (again simultaneously) to turn to the same person and greet him/her as if this person just told you that you won the state lottery for 50 million dollars and you have the ONLY winning ticket!~~

### **Ya really want to know?**

Each participant is asked to give his/her middle name and tell how or why that particular name was chosen for them. The facilitator should begin the process and if appropriate, do it with a little bit of humor to encourage others to share.

## **Circle of Friends -**

This is a great greeting and departure for a large group who will be attending a seminar for more than one day together and the chances of meeting everyone in the room is almost impossible. Form two large circles (or simply form two lines side by side), one inside the other and have the people in the inside circle face the people in the outside circle. Ask the circles to take one step in the opposite directions, allowing them to meet each new person as the circle continues to move very slowly. If lines are formed, they simply keep the line moving very slowly, as they introduce themselves.

## **"Do you know me?"**

Each person is given a nametag and an index card. The name tag has the name of another person in the group on it. Everyone is told to circulate, meet, mix and mingle to gather information, insights or stories about the person on their tag from group members. The opening line "Do you know me?" is used to help generate clues and conversation. The index card is to be used to write down the information collected. At the end of a designated time - about 15 minutes, each participant introduces their "name tag" and its person to the group.

## **LOGOS**

Each person is given a blank name tag. Explain to the group that corporations are recognized by a specific logo or symbol. (McDonalds arches, 3M, Apple Computer's Apple, etc.) They are given 2 minutes to draw their personal logo. This logo should reflect their personality, their interests, major or any thing they would like other people to know about them. Then give the group time to mingle and see what each others logo looks like. When it looks like the entire group has mixed, instruct everybody with a similar logo to form a small group. You may be surprised at how many similarities there are in your group.

## **Color Jacuzzi:**

The object of this small group exercise is to get the group to quickly meet the other members. The facilitator calls out a color of the rainbow: - for example RED:

Red typically is the stop/turn- off color - so each member of the group quickly tells what is the one thing (that they can disclose in public) that is really a turn off to them .

Orange: is the motivation color - what motivates them

Yellow: is the inspiration or creativity color - what was the best idea they've had

Green: is the money color - what they plan to do for money, or the dumbest thing they ever did for money.

Blue: is the sky's the limit color - what is your favorite fantasy about your future

Indigo: is an odd, or different color - what is the most daring thing they ever did.

Purple: is the color of royalty - if you were ruler of the universe for a day - what is the first thing you would do?

**Alphabet line up:**

Help kids learn each other's names by having them form a line according to the letters in their names. Here's the gen. Have someone choose another whose name begins with a letter that is in their own name e.g. If she is called Jane she will choose a person whose name begins with a J or A or N or E. So if she called out Anne, Anne will call out somebody's name that begins with either a J, N or an E. This continues until her name is spelt. If you have a small group you could include middle names and surnames to call out.

**Shuffle the deck:**

Pick one card per person out of a deck of playing cards, making sure that you pick the same numbered cards in all suits. E.g. if you have 12 kids choose 6 through to 8 cards in all suits. Mix the cards, then give one to each person. Read these directions and have kids perform the given tasks.

Find everyone with the same card number. Introduce yourselves, and then describe a favourite hobby you had when you were the same age as your card number.

Find everyone with the same suit. Introduce yourselves, and then build a human sculpture that communicates the meeting's theme. For a meeting on anger, kids could sculpt a family argument. Have groups explain their completed sculptures. (To make a sculpture have everyone positioned statue-like with their body showing how they feel/think/talk.)

Find the person with the same card colour and number, introduce yourselves, and find an object in the room that has your colour or number on it.

**You're puzzled:**

Before the meeting create different-coloured construction paper puzzles. Write a task on each puzzle, before you cut it up, e.g. 'Add your ages and as a group form the total number on the ground with your bodies'. Cut each puzzle into four to six pieces e.g. if you have eight kids in your group you could make two four piece puzzles. When kids arrive hand each person a puzzle piece. Tell them to find others with same colour puzzle pieces, introduce themselves, put the puzzle together and then do the task that's written on it. First team done wins.

**Diversity:**

Have everyone sit in a circle on the floor. Give each person a potato. Encourage kids to get to know their potato by using all their senses. Smell it, touch it, taste it, see it, even listen to it! Have young people each use a marker to write their name on their potato. Then after a few minutes take their potatoes away. Blindfold everyone. One at a time, pass the potatoes around the circle. When kids think they're holding their original potato, have them place their potato in their lap and continue passing the other potatoes. Once all the potatoes have been selected, have kids take off their blindfolds to see if they chose correctly. Then ask them how successful they were at determining which potato was theirs. How easy or difficult was it for them to know their potato? What unique features stood out for them about their potato? How were all the potatoes similar? Different? Then have them tell one unique thing about themselves that others in the group may not know.

**Scar show and tell:**

Gather everyone in a circle. Ask each person to say their name, then show and tell how they received one of their scars. They must be able to show the scar to talk about it.

**Puzzling:**

Cut up Krishnamas cards into four. Have enough cards for everyone in your group. As everybody arrives at your meeting distribute the pieces of Krishnamas cards that are cut up into four. When everyone has arrived have them match their piece with the other pieces to complete the card.

**Getting to know you:**

Have coloured construction paper, scissors and markers available for everyone to make their own personalised license plates that would tell who they are e.g. SWMMR 1 might tell that they are a top swimmer. While kids are creating their license plates hide a variety of mini chocolate bars around the room. It's OK if the kids see where you hide them. After ten minutes help kids safety pin their license plates to the back of their shirts. Tell them that in addition to saying something about the vehicle and owner, license plates help us identify vehicles involved in a crime. Tell them that you've hidden several mini bars around the room and they have five minutes to walk around and try to find them. If they see one, they can pick it up and put it in their pocket, but try to do it when nobody is looking. If they see somebody picking up a bar, they are not to say anything, but must try and remember the person's license plate name or number. After five minutes have the kids form a circle so they can see each other's license plates. Ask who saw people taking chocolate? What was their license plate name or number? Have kids take turns saying license identification. The person identified must produce the bar. See how many kids are identified and caught. Then have kids each introduce themselves and explain their personalised license plates.

**Matched:**

Form groups of no more than four and have each group form a circle. Place a soft drink bottle and a box of wooden matches in the centre of each circle. Have everyone take 25 matches each. Have them go around the circle and take turns placing a match across the opening of the bottle. If any matches fall, the person who last touched the pile has to take those matches. After five minutes the person with the fewest matches wins.

**Expectations:**

Give everyone an 'Expectations Autographs' hand out. Give kids 10 minutes to get other kids to sign the blanks that apply to them. Afterwards, talk about expectations parents have of teenagers.

**Expectations Autographs**

My parents/caregivers expect me to...

Walk the dog.

Wait until I'm older before I'm allowed a boyfriend/girlfriend.

Clean my room.

Go to temple every Sunday.

Wash my clothes.

Make my lunch.

Baby-sit my siblings.

Do the dishes.

Pay my phone bill.

Take the bus to school.

Work for my spending money.

Watch my language.

Stay at home on school nights.

Be at home by 10 p.m. at night.

**Hands:**

Everyone is to put a blindfold on, walk around the room without talking. On a signal, have kids hold hands with a partner without talking, then to feel each other's hands to try to determine who their partner is. After one minute have the partners give each other back rubs, then to tell who they think their partner is before they take their blindfolds off.

**Model givers:**

Give each group of six or less the ingredients for edible modelling dough.

Half a cup of honey, half a cup of peanut butter, one cup of milk powder.

They are to mix it and then knead it until it develops a clay-like consistency. If the mixture needs to be firmer just add more milk powder. Have them divide the dough and each person to mould theirs into the first letter of their name. Then they can sprinkle their letter with sunflower seeds/ coconut/ crushed nuts/ sesame seeds. Have everyone think of a good quality that starts with their letter that's true for the person on their right. eg. L could stand for loving; T could stand for trusting. Have each kid give their letter to the person on their right.

**Praise:**

Collect bells, whistles, party horns, and noisemakers. As kids arrive, give each person an instrument and have them form teams of people with similar instruments. Tell teams each to develop their own repeatable rhythm with their instruments.

**Giving:**

Form at least three teams of no more than four kids each and give each team a large roll of sticky tape. Have kids spend a few minutes tearing off the sticky tape and creating 'stickies' by rolling it up with the sticky side out. The object of the game is to stick the stickies onto members of another team. The more stickies they can give away the better. The team with the fewest stickies is the winner – they gave away the most.

**Different gifts:**

Have groups of four or five. Each person within those groups is to think about the gifts of the other group members, such as friendship, a kind heart, serving attitude etc. They each take a piece of soft clay and mould it quickly into shapes that represent one of the gifts each person in the circle has e.g. a guitar for someone who is musical. As they mould the clay, they describe the gift it represents then hand the clay to the person it describes. Do this for everyone in the small group.

**Building with support:**

Form groups of three. Give each group a blindfold and a supply of blocks or books. Assign one of the following restrictions to each member of a group:

You may not talk.

You may not see.

You may not use your hands.

On your signal, have groups create huge towers out of the blocks or books. After five minutes call time and have blindfolded kids take off their blindfolds.

**Mix a meal:**

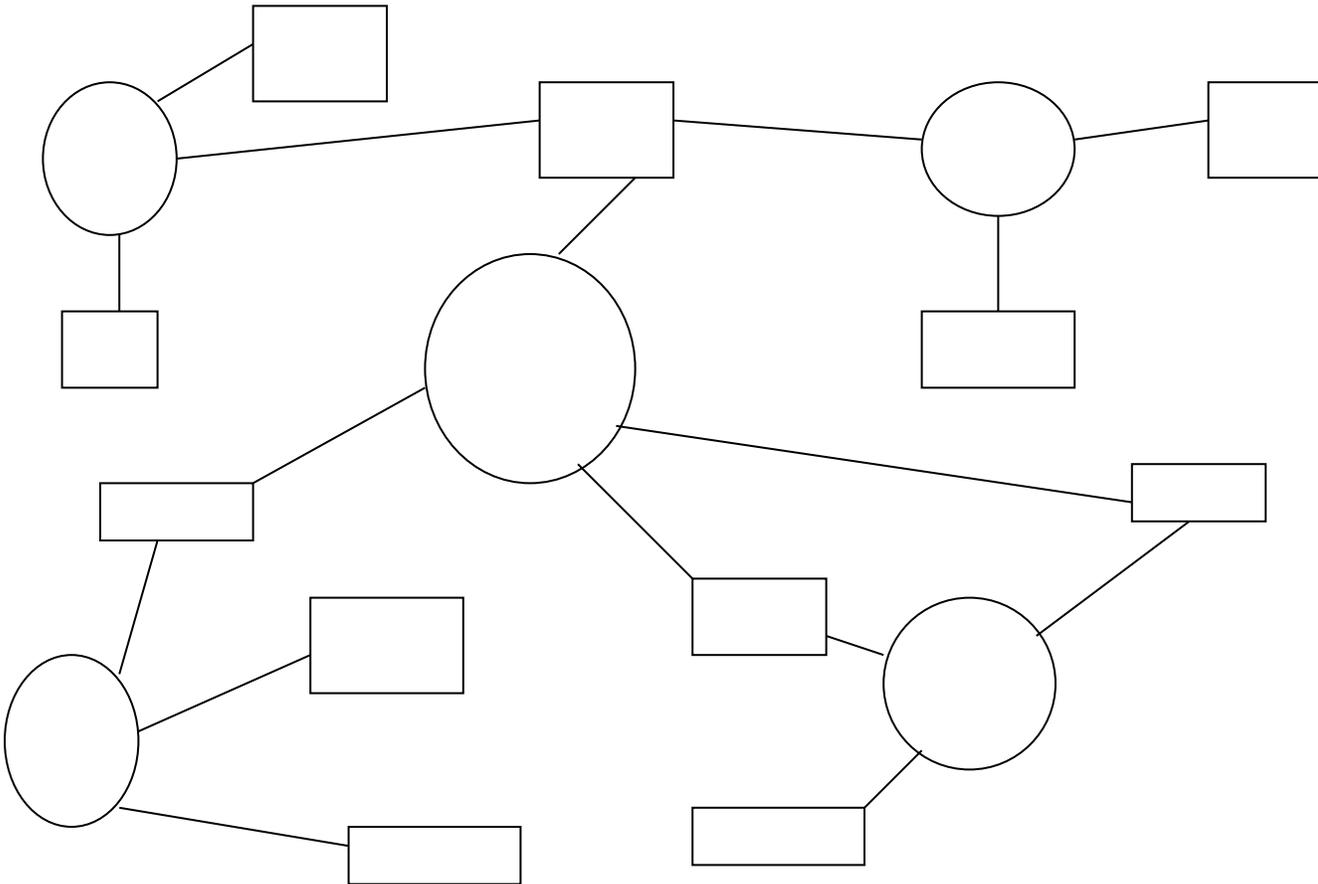
Give old magazines to the kids and have them each rip out a picture of their favourite food. Tell them to form groups of four to make a complete meal with their pictures. A complete meal could include pictures of an appetiser, salad, main dish and dessert. When the kids are in their groups have them introduce themselves and describe what mealtimes are like in their homes.

**Angles:**

Give each person a mirror. Place crumpled up aluminium foil on the floor. Have one person hold a flashlight. Working as a team have the group hold their mirrors so that when the flashlight is shined on the nearest mirror it reflects into all the mirrors and finally onto the foil. Turn out the lights and say 'go'. This activity makes a great lead in to a discussion on reflecting Krishna.

**Common connections:**

Make a common connection chart and give one to each person to write their name in the middle circle and write three personal characteristics in the squares attached such as Play Netball, have a sister, like Big Macs. Allow five minutes for everyone in the group to find people who have similar characteristics. Have them write their names in the connected circles and add two more personal characteristics.



**Tube relay:**

Give each team an equal amount of toilet paper roll tubes, one bag of marbles and a roll of masking tape. Have each team use their tubes and masking tape to create a continuous tube from one point to another. Teams must be able to race their marbles down their tubes once construction is complete. The first team to complete construction and roll its marbles down the tube one at a time wins.

**Centipede:**

Have everyone stand side by side in a line and tie their legs to their neighbours'. Only the two people at each end of the line should have just one leg connected. Have the group walk about 75 feet without their hands or knees touching the ground. If they touch they must start over again.

**Paper tower:**

Form teams of five and give each team ten sheets of paper to build the tallest tower possible in three minutes. The tower must be able to stand on its own for thirty seconds. After three minutes have everyone step back and wait thirty seconds before measuring the tallest tower.

**Balloon circle:**

Have teams of four make tight circles with each person extending their hands to the middle of their circle to grab two other hands and hold them. Everyone should be holding two different hands now. Put a balloon on top of the umbrella of hands. The teams now have to move to the end of the room and back. If the balloon escapes or they let go hands they will need to start over.

**Balloons and backs:**

Divide everyone into groups of threes. They are to stand back and lock arms with the other two members of their group with the balloon between their backs. They are to move to touch the other end of the room and come back without the balloon escaping.

**Mousetraps:**

Form teams of no more than four and give each team a couple of sticking plasters, an iceblock stick, a ball of plasticine and a mousetrap. They are to create catapults using these supplies to send small amounts of plasticine/clay into a container. For every ball of plasticine they manage to land in the container give a slice of cheese.

**Alphabet teamwork:**

Divide your group into two teams and play these games:

Write one letter of the alphabet on the bottoms of each team members' feet. If there are not enough feet, write letters on the palms of the hands. And if there are not enough hands or feet they are to choose what letters they will miss out so they will be left with the ones they need. Once the teams are ready call out words for them to spell. The team that has a word correctly spelt with their hands and feet for you to see are the winners.

Have letters of the alphabet written out on separate pieces of paper. Give one team a word, which they have to spell out with their bodies (that is to form the shape of the letter with their bodies). They could have more than one person per letter. A member of the other team has to guess what the word is.

**This is your future:**

On the front and back sheet of paper that is titled "What will you be doing when you are 25?"

Write these questions:

Are you single or married?

Do you have children?

Where do you live?

Did you go to university?

What's your job?

What are your hobbies?

What are your friends like?

Do you attend Temple?

Are you living a Krishnaian life?

What are your biggest problems?

Where will you be in another ten years?

Have kids put their names on both sides of their sheet of paper and then fill out just one side.

When everyone is done, gather together and as a group complete the remaining side for each group member. The person whose future is being written out can't speak. When everybody's paper is completed allow time for kids to ask questions and make comments about the differences between how they and the group see how things will turn out. Read Jeremiah 29 v 11.

**Creations:**

Form groups of no more than three. Give each group a few tools and a non-working small appliance and give them half an hour to disassemble their appliance and use anything else you give them such as rubber bands, cardboard, marbles, plastisine to create something else completely different from the original item.